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Welcome to the Third Dimension

The book that you are now holding in your hands is a concept book. It is an experiment of sorts, and you just happen to be the guinea pig. For all intents and purposes, you shall be the final judge as to whether or not this little "experiment" is a success or an abysmal failure. However, we think you'll like it. No, let me rephrase that, we think you'll be tickled pink!

First off, let me immediately clarify that the magic of this 3-D Book is not in the

like a plan to me.

Essentially, what we have tried to give you is a collection of specially



• Use your 3-D glasses with your old EGMs and you'll look like this guy!

designed spreads covering some of the hottest titles in the world of video gaming today. Our editors have hand-picked these games as their personal

favorites, and hopefully, they'll be yours too. We think that you'll be quite entertained when you see your favorite vids popping off of the page at you.

When people ask me why we would want to try to do a 3-D book of video games, my response is always, "Because no one has ever done anything like this before." We obviously love to try new things. As I said before, you are our guinea pigs.

We encountered many problems with the production of this book. Will the glasses work? Will the games lend themselves to

the 3-D glasses? Are the color combinations right? If the effect does work, will people lose their lunches



• Check out the latest installment in the Mega Men saga in 3-D!

"... the beauty of this is that you can go into your closet... and dig through all of those old EGMs and effectively blow half of your brain cells clear through the roof!"

pages themselves. Rather, the magic that will be performed is the result of the exclusive Chromatek glasses that are packaged with this book. Now, the beauty of this is that you can go into your closet (now there's an adventure for you!) and dig through all of those old EGMs and effectively blow half of your brain cells clear through the roof! Sounds



• The use of three-dimensional graphics will take on new importance as the latest next-generation systems hit the market.

looking at it? I'm sure you get the point. Well, after months of careful deliberation, we took the proverbial plunge. It was worth it.

Some of us remember watching movies in 3-D. I remember going to the midnight show about 10 years back for a showing of the old Vincent Price flick about a wax museum. I remember the audience's reaction when something would jump off of the screen, right at your face. The whole thing was a lot of fun. I also saw *Jaws 3-D*, and even though I thought the movie was rather lame, there was something hilarious about watching 50 or so water-skiers getting chomped by a 30-foot 3-D great white shark. Another movie that appeared about 10 years ago was a 3-D *Friday the 13th*. Jason was always coming at you with a knife, axe, chainsaw, ham sand-



• Namco's awesome Ridge Racer puts you in the virtual driver's seat.

wich or whatever. I remember jumping out of my seat when he shot a spear at an unsuspecting young girl. Caught her right in the eye, too. Yuck!

Many of you may also remember a popular cable TV network that aired the 3-D version of

"... even though I thought the movie (Jaws 3-D) was rather lame, there was something hilarious about watching 50 or so waterskiers getting chomped by a 30-foot 3-D great white shark."

The Creature from the Black Lagoon. You had to get the special glasses from a conve-

nience store (To get the glasses, of course, you had to buy 30 or so Slushies—and when all that sugar kicked in, everything looked 3-D anyway!) You then would sit in a dark room hoping

playing with one of those paddle-ball thingies and doing it right at the camera. Oooh, that was effective!

I guess that it was these fond memories that helped in my decision to tackle

"To get the glasses, of course, you had to buy 30 or so Slushies—and when all that sugar kicked in, everything looked 3-D anyway!"

to get some of the 3-D effect. The glasses that you wore were those weird two-colored things that gave you eye strain after about 20 minutes.

Back off, man! No one screws around with my EGM 3-D glasses!



The funny thing about these movies was that there was always some lame attempt to heighten the 3-D effect. Someone in the movie was always

this project. In many ways, this book is like going to one of those movies; you just sit back and let the medium take you wherever it is that

Stuff to make our lawyers happy:

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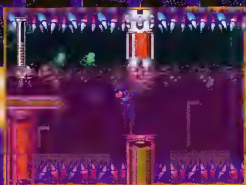
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American Paper Optics, Inc.
2005 Nonconnah Boulevard
Suite 27
Memphis, Tennessee 38132

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Super NES



MEGA MAN 7 by Capcom

He's back in yet another game of cyborg action. Willy's up to a whole world of more trouble (he's good at it, after all) for the robotic hero and his dog. It's difficult to really say anything about "what's new" in this game. We've all seen it about six times already, but something keeps bringing us back. New Bosses and some really great stage music add the crucial ingredients required for a good Mega Man game. Avid fans of the blue hero should really get a kick out of this version.



BOLTS

Bolts allow you to purchase items at the "Store."



ENERGY

Restores power to the X-Buster and your life bar.



CHARGE

Restore power to special weapons collected.

You may go to the SHOP and acquire more equipment, using bolts.



MEGA MAN

MEGA MAN RETURNS

STUFF YOU SHOULD KNOW!

COMPANY		THEME	
Capcom		Action	
MEGABITS		# PLAYERS	
16		1	
# LEVELS		DIFFICULTY	
9+		Moderate	

ENEMY MINE

Bass and Treble are Mega Man's nemesis throughout the game.



He's back in the seventh incarnation of Mega Cyborg action. Willy is at it again, and Dr. Light must rely upon Mega Man (thusly, you) to help him thwart the evil plans of his most evil nemesis. Some of the greatest Mega Man action since the "X" series of games and much more await you in this title.



Once more, the trusty pup,

RUSH

aids Mega Man against Willy.

Rush will be your trusty sidekick throughout the game, providing a variety of services to Mega Man. You begin with only the Coil power of Rush, and as you progress further in the game, more abilities will be come available. Eventually, you will gain the Adept Suit!

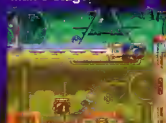


Use: Freeze Cr.



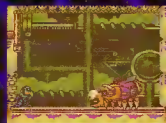
Timing and coordination are paramount near the environmental bombs.

Dangerous terrain awaits you among the complexities of Burst Man's stage.

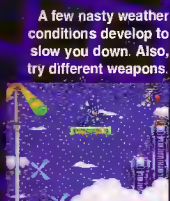


Burst Man

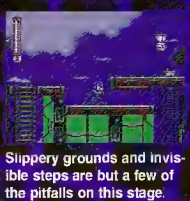
As explosive as his stage, this Boss means to undo the adventure of Mega Man for good. Stay on your toes!



BURST MAN



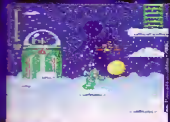
A few nasty weather conditions develop to slow you down. Also, try different weapons.



Slippery grounds and invisible steps are but a few of the pitfalls on this stage.



Use: D. Wrap

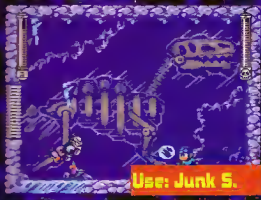


Cloud Man

Cloud Man will try to blow you off the edges of his battlecloud using strong wind currents he summons.



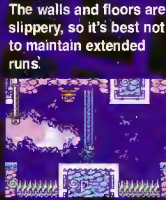
CLOUD MAN



Use: Junk S.



Polar bears act as gatekeepers to more progress in the Freeze Stage.

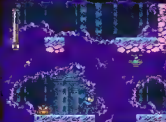


The walls and floors are slippery, so it's best not to maintain extended runs.



Freeze Man

Things get "slippery" during your final fight of this stage. Stay on your toes, and use the Junk Shield to slow him.



FREEZE MAN

JUNK SHIELD JUNK MAN



Use: Th. Bolt

He is definitely one of the most size-impressive Boss characters.

Animated garbage impedes your path to the Junkster himself. Makes sense.



SLASH CLAW SLASH MAN



Hmm ... Large robot-like vehicles. Almost reminds me of Mega Man X or X2!

Junk Man

Flinging globs of trash at people seems to be his practiced profession. That's alright, you're faster than him, right?



It seems this stage was inspired by the film Jurassic Park.



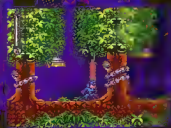
Use: Weapon

NOISE CRUSH SHADE MAN



Slash Man

The Slash-boy needs to be chilled out a little, so slap him with some of the Freeze Cracker weapon for the win.



Use: W. Coil



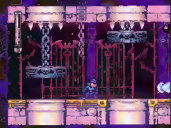
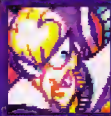
This whole stage reminds me of a bad vampire movie. Really bad.

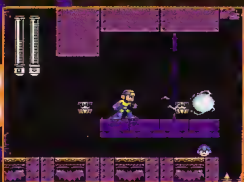
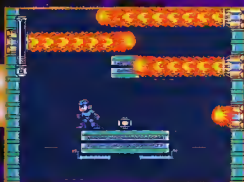
Penetrate the inner sanctum of Shade Man's gloomy castle, if you can.



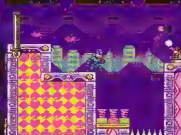
Shade Man

Springs will defeat this nasty bloodsucker. I don't know why, but the Wild Coil weapon takes this guy out cold.





Use: S. Claw

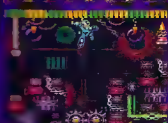


The entertaining motif used throughout this stage is springs. Hmm.

At times the scenery will no longer be fun, but dangerous. Stay on your toes.



Wheels, construction cones and other road-way horrors come to life against you.



Spring Man

Nubile and quick, defeating Spring Man will deplete all but the most experienced player's resources.



Be sure to time jumps wisely when crossing the first area, or else.

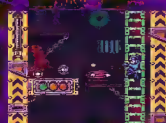


Use: N. Crush



Turbo Man

Almost transformer-like, his tactics can be easily countered using the Noise weapon from Shade Man.



MEGA MAN MUST FIGHT HIS WAY TO A CONFRONTATION WITH

After the defeat of each of the eight robot guardians, Mega Man must delve into the dangerous lair of the maniacal Dr. Wily. There many challenges and even more enemies await him. Be sure to power-up all of your weaponry, and charge head-long into the fray.





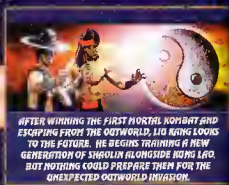
Mortal Kombat 3 by Midway

The new and exciting PlayStation will be adding to its fledgling library Mortal Kombat 3, maybe as a pack-in game. We can only hope.

This is the closest conversion from the arcade to home system that will be available short of buying the arcade game itself. The graphics are great and the sound is tremendous. The load time can get annoying but you get used to it. Any way you look at it, the game is good. Way to go Sony!

FINISH THEM!

All the fatalities, animalities, friendships and babalities are here. The only difference is the amount of load time required.



AFTER WINNING THE FIRST MORTAL KOMBAT AND ESCAPING FROM THE OUTWORLD, LIO KANG LOOKS TO THE FUTURE. HE BEGINS TRAINING A NEW GENERATION OF SHAOLIN ALONGSIDE KING LEO. BUT NOTHING COULD PREPARE THEM FOR THE UNEXPECTED OUTWORLD INVASION.



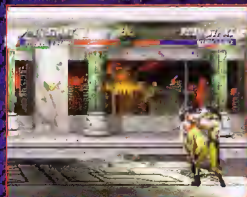
STUFF YOU SHOULD KNOW!

COMPANY	THEME
Midway	Fighting
MEGABITS	# PLAYERS
CD-ROM	1 or 2
# LEVELS	DIFFICULTY
N/A	Variable

FOR CENTURIES, EARTH HAS USED MORTAL KOMBAT TO DEFEND ITSELF AGAINST THE OUTWORLD'S EMPEROR SHAO KAHN. BUT, KAHN BECOMES FRUSTRATED BY FAILED ATTEMPTS AT TAKING EARTH THROUGH TOURNAMENT BATTLE. HE ENACTS A PLAN WHICH BEGAN 10,000 YEARS AGO.



- NIGHTWOLF -
HE WORKS AS A HISTORIAN AND PRESERVER OF HIS PEOPLE'S CULTURE. WHEN KAHN'S PORTAL OPENS OVER NORTH AMERICA, NIGHTWOLF USES THE MAGICS OF HIS SHAMEN TO PROTECT HIS TRIBE'S SACRED LAND. THIS AREA BECOMES A VITAL THREAT TO KAHN'S OCCUPATION OF THE EARTH.



With all the outstanding graphics and sound, it will seem like you have



just entered the arcade instead of your living room. The only difference is not having to worry about trying to reserve a game by putting a quarter on the glass of the machine.





Mortal Kombat 3 by Midway

Mortal Mania is upon us! The Super NES is a pretty darn good conversion from the arcade smash. Although we previewed an incomplete version, from what was seen, this is pretty close to the arcade.

The only really tricky part is getting used to losing a Block button and gaining a Run button. Not too complicated, it just takes a little getting used to. The graphics are good and the sound is average, but all things accounted for, it's a great game!



STUFF YOU SHOULD KNOW!

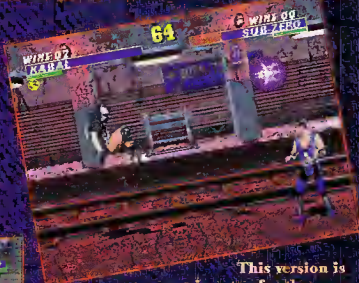
COMPANY	THEME
Midway	Fighting
MEGABITS	# PLAYERS
32	1 or 2
# LEVELS	DIFFICULTY
N/A	Variable



This version will definitely rip its way onto the Super NES. Will it have more popularity than MK II? Let the Kombat begin!



MORTAL KOMBAT 3 MANIA!



Watch as your character takes on unbeatable odds and leaves the arena victorious.

This version is an amazing step for the Genesis. The graphics are good and the sound is impressive. This will definitely make a great addition to any hardcore Mortal Kombat fan and Genesis owner. The Kombat continues!



Mortal Kombat 3 by Midway

Mortal Kombat for the Genesis is coming! Yes, Mortal Kombat 3 will be hitting all the major home systems soon and the Genesis is among them. Although the graphics are a little grainy, the sound is quite impressive, which is a definite plus.

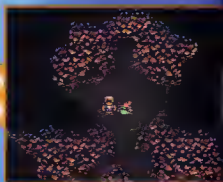
One snag is the fact that you have to have a six-button controller in order to use all the moves available. Better call your friend and get your controller back!

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Midway	Fighting
MEGABITS	# PLAYERS
32	1 or 2
# LEVELS	DIFFICULTY
N/A	Variable



Super NES



Final Fantasy III by Squaresoft

Well, this is one of the coolest RPGs around if not the absolute coolest. We have a game here that has set industry standards; anything less plain simply stinks. I have yet to find one of my friends or even just someone I've met who thinks this game stinks. If you are unsure about RPGs, give this one a whirl and I would bet big bucks that you'll get hooked. Also, keep a lookout for the awesome Chrono Trigger, coming in September!



In the beginning ...

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Squaresoft	RPG
MEGABITS	# PLAYERS
24	1
# LEVELS	DIFFICULTY
N/A	Moderate



You will begin the game in Magitek armor with two of the Empire's flunkies. You must go north through town and into the

cave. You will run into a creature named Whelk. Only hit his head, and when he ducks into his shell, wait until he comes back out to hit him. He's a lot easier than he looks!

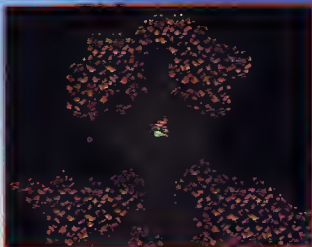
Cool intro!



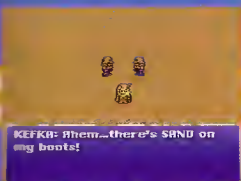
A very cool intro will start you into this game properly. Sit back and be blown away!

Unghhh ... What Happened?

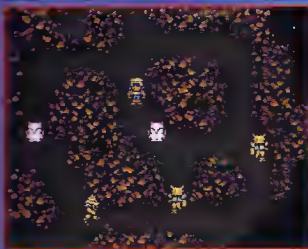
OLD MAN: Easy! This is a Slave Crown. The others had complete control over you while you were wearing it.



Terra awakens to find that the Empire has been controlling her with a slave crown. As soon as she finds this out, the Empire comes after her. In order to avoid being enslaved, she takes off through the back door and runs through a cave, only to fall down, knocked unconscious.



Locke to the Rescue!

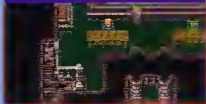


Locke is sent to the rescue and with the help of some friendly and oh-so-cute moogles, he manages to rescue Terra. They can't go back to Narshe, so they both run off to Figaro where Locke seems to know the king. Remember the location of the secret door because it will be needed in the future.



Figaro Castle

WORTH: Brother, uh...it's wrong with father? Oh...it's all this talk of his successor?

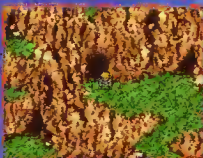


Once at Figaro Castle, Locke will introduce Terra to Edgar, a self-proclaimed ladies' man. He supports the Empire on the outside, but in truth he is with the Returners. The Empire comes looking for Terra, and Edgar joins the motley duo. Head through the cave southeast of the castle and make your way to South Figaro. There, you meet up with a shady-looking character named Shadow. From here it is on to Mt. Kolts to get to the hidden Returner base.

Mt. Kolts



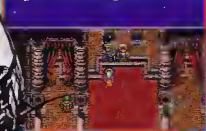
Here, you will be chasing a mysterious shadow through the mountain. Upon catching up to him, you find that he is Vargas, a student of a powerful fighter who has turned bad. During what seems to be a hopeless battle, Edgar's long-lost



brother shows up to save everyone's butt. Sabin joins the party.



MAN: How rude of me to turn my back to a lady!



The Returner's Hideout

Once through Mt. Kolts, you will find the Returner's hideout and meet up with the leader

Baron. Because of Terra's special gift of magic, the Returners need her



badly. She is undecided and you must make the decision for her to join or not. If you say no three times, you will receive a Genji Glove.

BARON: Carrier pigeons brought word that she wiped out 50 of the Empire's best soldiers in a few minutes.





Edgar: It's time to break into Kefka's domain!

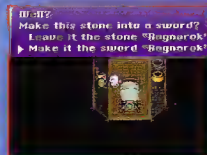
Stuff You Might Not Know

Vanish, then X-Zone



This is a wonderful trick I learned a while back that is really good in trouble spots. Getting Economizers is one of the toughest things to do in the game. My favorite (and I think the easiest way) is to kill Brachosaurs in the dinosaur forest. Killing them is really hard unless you are in a really high level like 90. All you need to do is cast Vanish on any enemy and most Bosses. As long as the spell works (the enemy will turn invisible), you can cast any spell on them. Vanish brings magic defense down to zero. Therefore, cast Vanish and then X-Zone to kill them. You can even turn them into imps and laugh at them.

Illumina Sword



The Illumina sword is the most powerful sword in the game. It will do 9,999 points of damage in your stronger characters' hands. Get it by letting the old man in Narshe make a sword instead of taking the stone. Go



Extra Exp. Eggs!

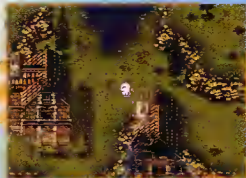


Get these by betting Tintinabars at the coliseum. In order to get more Tintinabars, you must get them through the coliseum. Basically, go to the dinosaur forest and fight a whole bunch of Tyrannosauruses. They give you Imp

Halberds, which are the starter for all of this. Bet the Halberd and you will get a Cat Hood. Keep betting whatever you get until you get a Tintinabar and the Exp. Egg.

to the coliseum and wager it. You will fight Didalos and when you beat him, the Illumina sword is yours. You can learn the Ultima spell through the Hero shield, which can be received by breaking the curse on the cursed shield. Break the curse by equipping the cursed shield and a ribbon for 255 fights.





Change Command Position

More to Gogo



You can have more than just Mimic in Gogo's Fight window. Go into his status window, and go to one of the three empty spaces below Mimic. Press the A button and you will be given a whole list of other commands you can give him.



Use Ragnarok Esper

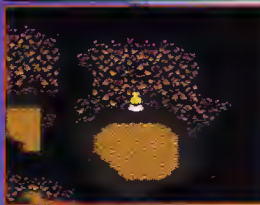


You can use the Ragnarok on enemies and change them into items. The higher level enemies will give you ultra cool items like the offering and gem box. You must keep trying to change, for the harder enemies rarely change into items for you. Check out Kefka's tower.

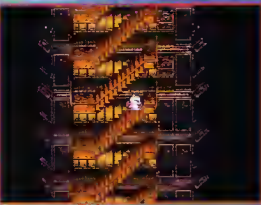


You can switch your fight commands around to make them easier to access. For example, in Edgar's, the Tools Command is below Fight. If it suits you, put the Tools command above Fight. Or if you want items first, although I have no clue why anyone would, you can do that. Go into your Config through your subwindow. Go down to Cmd. Set and change it to short. Then press the A button and you will be able to arrange and switch your commands around. Then press B and put it back on Window. Blammo, you now have your commands personalized!

The Elusive Moogles Charm



When you find Mog in the town of Narshe, walk directly behind him and touch the wall. You'll get the Moogles Charm that will make places like the Magic Tower a lot easier.

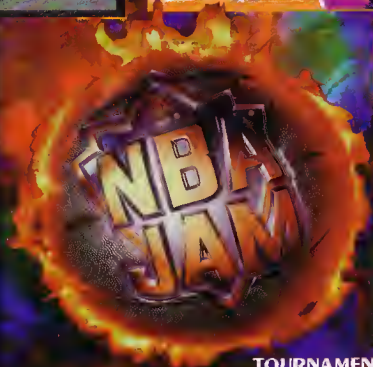


Super NES



NBA JAM: TE by Acclaim

Are you good enough to take on all 27 NBA teams? Get ready to be amazed by all-new rim-breaking jams. This new version has more action than the last and also has several option modes. Try the power-up icons to enhance a player's ability and even slam from anywhere on the court. There is also a Hot Spot feature that will allow you to make baskets worth up to nine points. If you've got the skill, then step on up and give it a try!



STUFF YOU SHOULD KNOW!

COMPANY THEME

Acclaim Sports

MEGABITS # PLAYERS

24 1 or 2

LEVELS DIFFICULTY

N/A Variable



Don't give up! Go up strong on the defensive boards for the rebound.



The Bomb will put everyone to the floor, while the power icon (right) will send your opponents flying across the court.

POWERUP ICONS



Put everyone on their butts with this bomb.



This will increase your ability to shoot the three.



Puts you on fire. Time to practice some slams!



Monster Jam from anywhere on the court.



Get ready for an extra boost of power.



This will give you temporary unlimited turbo.



Increase your player's speed for fast breaks.

TOURNAMENT EDITION



Set up your outside shooters for the three.



Slam! Pick up the Dunk icon and you will be able to perform Monster Jams from anywhere on the court.



MONSTER JAMS!

Get ready for more slam-dunking than before. This game is jam-packed to the rim with heart-pounding action. Let's get jamming!



Hit the Turbo button and the Shoot button to dunk from inside the lane.

Work on freeing your teammate to set him up for the Monster Jam.

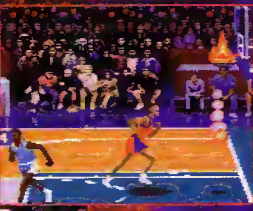


See if you can get off this high-flying slam!



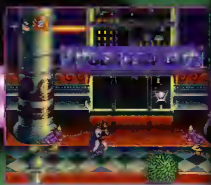
HE'S ON FIRE!

Making three consecutive baskets will set your player on fire. Once on fire, he will be able to make shots from just about anywhere on the floor.



With the new Hot Spot option, players can put in baskets worth anywhere from four to nine points. Just make the shot from the mark.

Check out these jams while your player is on fire. Even your big centers can make three pointers when they are in this mode.



BATMAN & ROBIN by Sega

Taken right from the popular animated series, *The Adventures of Batman & Robin* is a dynamite addition to the Genesis arsenal. Although a little too cheap with the hits, the rest of this game deserves applause as one of the most visually impressive 16-Bit Sega games to come across my eyes in some time. It rocks your world!

Plug in a controller and give this one a try, you might just like it!



STUFF YOU SHOULD KNOW!

COMPANY	THEME
Sega	Action
MEGABITS	# PLAYERS
16	1 or 2
# LEVELS	DIFFICULTY
18+	Hard

THE ADVENTURES OF BATMAN & ROBIN

EVEN HEROES NEED ICONS

BATMAN'S POWER-UP

This does exactly what its name suggests. Use these to increase attack power!

LARGE HEART

This large heart restores a major portion of your life gauge. Useful to remain alive during attacks.

ADDITIONAL LIFE

Your typical 1-Up icon found in every beat-'em-up game made since the Geneva Convention.

SMALL HEARTS

Recovers small portions of your life gauge. For maximum life back, locate the larger hearts.

SKULL

Kills everything on the screen. Particularly useful during some sticky situations that develop.

Walk over any of these icons, and receive bonuses and/or power-ups. They're rare, so don't miss them!

S The developers of this game deserve the hats-off. The graphics of this title are sure to knock your socks off. Extensive use of rotation, skewing and parallax can sometimes make a game too graphically distracting. Not this time.

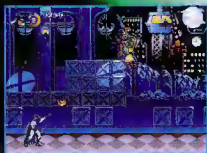
E Animations are great, although small, and work well with the theme. If for nothing else, this game deserves a good hour's play in appreciation of the visual quality.

G R A P H I C S



THE HENCHMEN

And now, the little people. Sure, Batman and Robin may be big-time caped crusaders, but enough of these little nasties are bound to clog up anyone's way. Coming at you with guns, bombs, teacups(?) and who knows what else, the baddies strive for victory against your crusading justice.



BATMAN



Joker's Stages are perhaps the most challenging of the game. Oddly, they are the introductory levels. In any case, the action starts fierce and abundant, so stay on your toes.



JOKER





Travel through what looks like an endless Hollywood set.

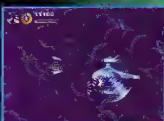
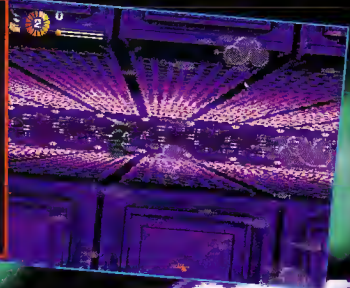


MAD HATTER

Mad Hatter's Stage enjoys most of the great graphic effects this game has to offer. On this stage you will travel across a 3-D dinner table, navigate the interior of what looks like an overgrown Lego block, and finally square off against the Mad One in space.

AWESOME GRAPHICS!

In these later levels you will be exposed to the kind of graphics that will make you think twice about the limitations of your Genesis system. Large, three-quarter screen rotating cat things, full-screen perspective city streets and much, much more!



There is a very brief on-foot section at the start of this stage.



TWO-FACE

Almost this entire stage is fought above the cloud line, in the BatWing. Scores of aerial nasties spew forth from the edge of the screen for you to gawk. Fly toward Two-Face himself.



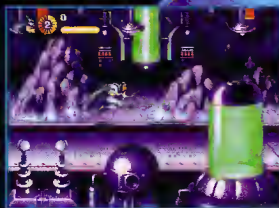
ROTATION

I didn't think it was possible, but this game has done it. The programmers enabled this title to rotate large-scale graphics to some degree. Check it out!



Onward to the final and most difficult Boss of the game, the evil and cold (of course) Mr. Freeze!

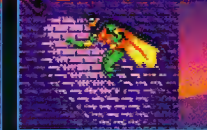
MR. FREEZE



These stages are a tad incomplete on our preview copy, so it's difficult to predict the kind of challenges or foes you may have to overcome in this final section.



ROBIN



The background of this stage is subtly impressive. Watch the support structures in the back, and how they scroll past as you progress. They will bend and skew according to perspective!



Could this be where Mr. Freeze himself hides? In what appears to be a rocket bay, you await imminent challenge at the hands of his dastardly minions or perhaps the big man himself!





COMIX ZONE by Sega

Nothing could be worse than being dragged into your own comic book. The evil Mortus has warped you into the mutant-filled world that you created. Now you must fight your way through these familiar worlds and some new ones. With only your fists, a pet rat and your wits to get you through, escaping this strange nightmare seems hopeless. Now you wish you hadn't drawn these creatures so big. Well, with a little luck you'll survive the battle inside the Comix Zone.

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Sega	Action
MEGABITS	# PLAYERS
16	1
# LEVELS	DIFFICULTY
6	Average

COMIX ZONE



You've burst into your own comic book! It is not going to be easy to make it through the wicked world you have created.



Become a superhero for a short period of time and kick some Strigil butt!



POWER-UPS



Drinking a bottle of this health potion will restore some of your life meter.



A pack of this dynamite is just what you need to break through barriers.



Use knives to get the enemy before they get too close.



Roadkill is your pet rat who comes in handy to help fight your way to victory.



This fist will turn you into a superhero and give the enemy a superpunch.



1.

Page One

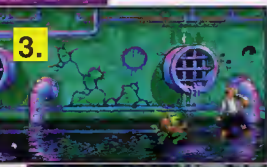
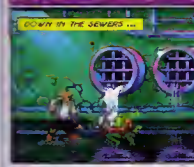
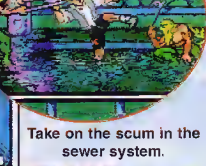
Why did I draw these guys so big? Well, it's time to erase his ugly mug from this page forever.

Hit these creeps with everything you've got. Combinations of punches and kicks are your best bet.

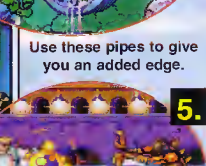
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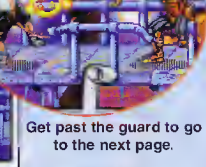
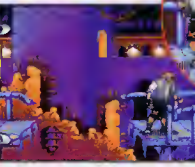
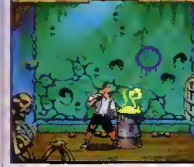
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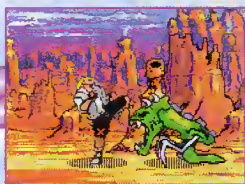


4.



5.

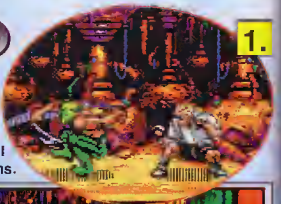




Page Two

These creatures seem to be hatching from tubes attached to the ceiling. Take them out!

Watch out for these nasties' whirling attacks. If you aren't careful, they'll cut you to ribbons.



You seem to be in some sort of storage facility.



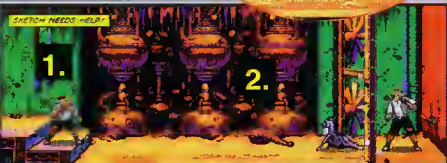
Look out! These things are hatching.



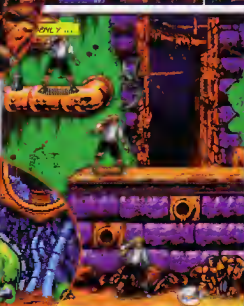
It's time you take out the source of the problem.



SKETCH IS BLOODY!



SKETCH NEEDS HELP!



ONLY 7 LEFT



SERIAL ASSAULT!



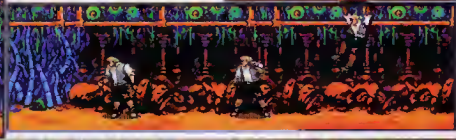
3. SUCCEEDING Y...



3.



IT'S THE COOPERATION!



TAKE!

4.



PLA'S WANTS REVENGE!

5.

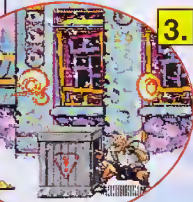
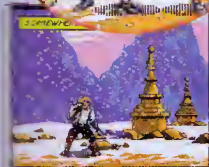


Page Three



Attack this guard quickly or you'll have to deal with his staff. Unfortunately, he happens to be an expert.

These flying freaks will pack quite a sting. Knock them out of the sky before they take you out.



These fireballs ought to warm you up quickly.



Use your wits to get past tough obstacles.

Fight it out against the enemy in this arena.



Ristar by Sega

Ristar is a Sonic-like adventure game with all the extras to separate it from the rest. You play as a... well, it looks like a bowling ball that ran over a starfish and sprouted arms and legs. The graphics are superb and the sound is very well done. Ristar is animated very realistically. The levels are of average size and laid out in a Sonic-like fashion. The Bosses are not only big bad guys, but they are also puzzles that you must solve. If you're an action fan, pick it up!



Ristar

LEVEL ONE

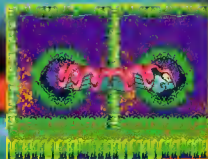
STUFF YOU SHOULD KNOW!

COMPANY THEME	
Sega	Action
MEGABITS # PLAYERS	
16	1
# LEVELS DIFFICULTY	
14	Moderate

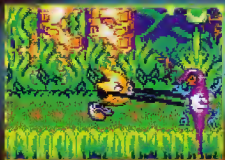


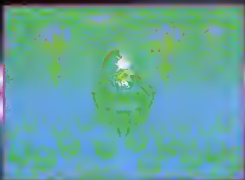
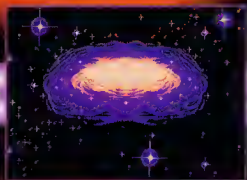
Level One is the easiest level in the game. It was set up so players can master the fine art of grabbing

hold of things with Ristar's extendible arms. The level is divided into two almost identical parts. They give you the chance to develop the

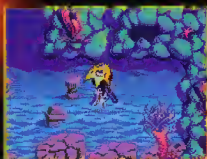


kills you'll need in the upcoming levels. Although this level is the easiest, it does offer some challenges that must be overcome.

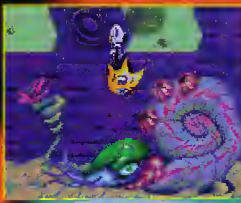




Level Two



This level is divided into two stages. In the first part of this aquatic level you'll start out on dry land. You won't stay dry for long, however.



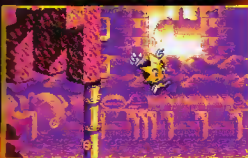
Don't worry about breathing—it seems that Ristar can breathe underwater. When you hit the second stage, you will spend most of your time below the surface. The final Boss is a Hammer Head shark.



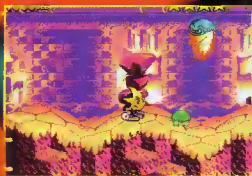
Level Three



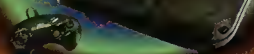
Level Three is set on a fire planet. If you're not careful, you'll end up with a hot foot!



You'll have to jump over pits of fire, climb up rope ladders and dodge fire monsters in this level.



Sega CD



Earthworm Jim
Jim's new gun
Jim's new gun
Jim's new gun



Earthworm Jim
Jim's new gun
Jim's new gun
Jim's new gun



EARTHWORM JIM SPECIAL EDITION by Interplay

The world's favorite worm is back, this time on the Sega CD. In this new Earthworm Jim adventure Interplay has added new levels, a new gun and a lot of other features that make this already great game even better. In addition, some of the levels have expanded sections and new places to hide icons and other surprises. Even if you have played the other EWJ titles, this one is sure to keep you playing.

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Interplay	Action
MEGABITS	# PLAYERS
CD-ROM	1
# LEVELS	DIFFICULTY
12	Moderate

EARTHWORM JIM Special Edition

NEW GUN!

Introducing Jim's new weapon, the heat-seeking gun! This baby packs quite a wallop.



When you pick up the icon for the new gun, you get three shots. Each shot is really powerful and will stop just about anything. These missiles work best if you shoot your enemies from a distance because they are heat seekers, and take time to find their targets.



WELCOME TO NEW JUNK CITY



WELCOME TO NEW JUNK CITY



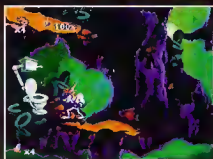
WELCOME TO NEW JUNK CITY



Level 1

NEW JUNK CITY

New Junk City is a world made of garbage. In this version, there is a whole new section where you play as Jim without his suit. Without his suit, Jim has no attacks and can only jump from platform to platform. At the end of that section, you find your suit and fight to the end of this level.



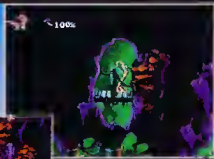
In your natural state you have no attacks so be very careful.



Once you find your suit, you can fight the Boss!



Whipping the box on the spring will hit the Boss to kill him.



Here is where you will have to decide to go the easy way or the hard way.





In this level you must fight your way through the depths of hell in order to reach the ruler of this land, Evil the Cat. Once you defeat him you're off to face Big Bruty!

Level 2

WHAT THE HECK?



Try to time your jumps so that you will stay away from the fire.

Use your head to whip the wheel that will open the gate.

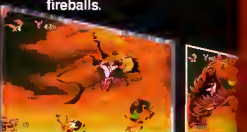
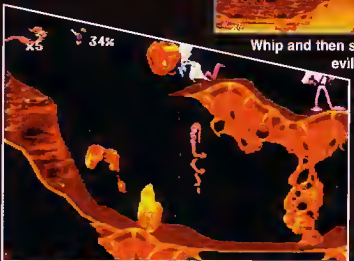
Almost all the icons in this game are in plain sight. It's getting to them that's the problem. Usually a hidden ledge or hook is the way in to the secret room.



Whip and then shoot the evil lawyers.



The snowman can now jump from platform to platform and launch multiple fireballs.

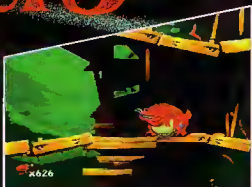




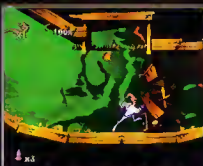
Level 3

BIG BRUTY!

This is a new level that features a new cast of characters and a lot of new challenges. The main objective is to find the way past Bruty and get to the end of the level.



There are a lot of hidden icons in this level.



Find a way to get through this wall of junk.

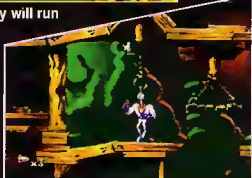


If you pull yourself up, Bruty will run right by you.



This guy has some really big jaws! Don't try to jump over him because he'll snatch you right out of the air. The only way around him is to trick him into running past you.

This guy shows no mercy!



Sega CD



ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE by Sega

This is a worthy sequel to a decent fighting game. Now on the Sega CD, more graphics and sound burst forth from this refurbished title.

Fighting game fans should not be disappointed by this title, as there are more than enough moves and secrets to be found through its stages.

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Sega	Fighting
MEGABITS	# PLAYERS
N/A	1 or 2
# LEVELS	DIFFICULTY
N/A	Moderate



Sophia de Medici

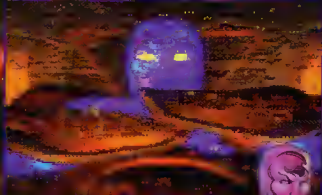
RIPTIDE



Betrayed by her seafaring comrades, her life is now a wandering brawl through the tournament.



The Dark Champion has decided to drop in for this sequel to Sega's Eternal Champions. With an evil bad look and some even worse moves.

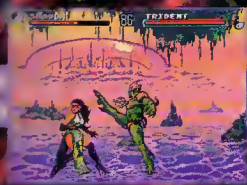


THEY'RE BACK

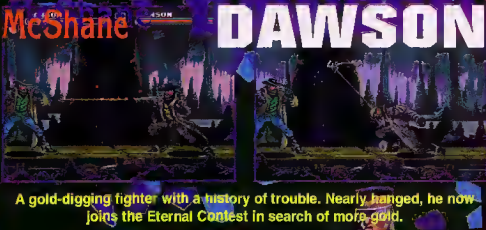
ETERNAL CHAMPIONS

CHALLENGE FROM THE DARKSIDE





Dawson McShane



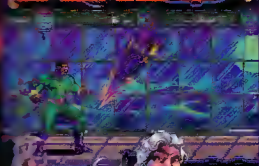
A gold-digging fighter with a history of trouble. Nearly hanged, he now joins the Eternal Contest in search of mofa gold.

DAWSON

ULTRA COMBO

Every character has a built-in multihit combo attack. Use these to get out of tight spots.

BLADE



An awesome combination of size and strength, Blade is definitely a fighter to be reckoned with. His stun beam and tracking blade are killer!



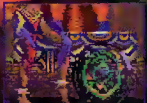
MIDNIGHT



A mad doctor with a mean streak ... that is—a vampiric mean streak. Command the undead and bust out with some killer combination moves with this guy.



Blinkingly fast and accurate, Jetta is seemingly the weakest of the fighters. Her ungodly combos make up for her lack of physical power.





BATCH FIGHT

This game is loaded with great tournament and round-robin-style modes for fighting.



IS DEFEATED IN
PRELIMINARIES



PERSONAL CHARACTER



	CP1	CP2	CP3
1			
P4	SP5	CP6	CP7
P8	CP9	CP10	CP11
12	CP13	CP14	CP15

SINGLE PLAYER
SINGLE ELIMINATION

HOUSE OF PLAYERS
 MATCH CONDITION ON DAY
 HOUSE OF PLAYERS
 FIRST TOURNAMENT
 1987

TOURNAMENT MODE

SINGLE PLAYER
SINGLE ELIMINATION
DOUBLE ELIMINATION
TOMBRAIDER
SQUADRON
ARMED SQUADRON
SQUADRON-BOAT
PASSAGE-BOAT
SQUAD-BOAT

Ramses III



Betrayed by his own government, Ramses III wishes to exact revenge on those responsible.

RAMSES

ВЛЖ



True to his origins, RAX combines speed and strength into a blistering array of punches and kicks. Very fun to play as, but difficult to defeat.



XAVIER

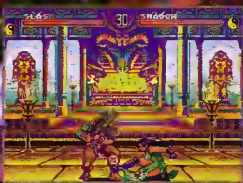


Capable of pulling objects and spells from out of thin air, Xavier is one of the most challenging characters to play as or against.

SHADOW



Reminds me of Chun Li, but with an attitude. She's fast, full of combos, and definitely not weak! An excellent character for the novice players.



Raven Gidar



A mystic priestess with control over time itself. She wields very odd and spectacular powers.

RAVEN

GRAPHICS

Each character has sequences rendered using new computer animation technologies. This truly adds to the overall look of the game. Very well done.

LARGEN



The towering titan from Atlantis brings home a few new moves! He's remarkably fast for his size, and can break-out the combos very quickly.



Combining an odd array of weaponry and a keen ability to fight, Largen provides excellent challenge to this tournament. Rather versatile and easy to use.



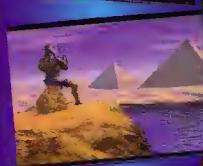
TRIDENT

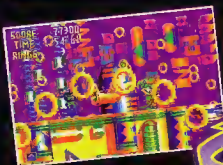


Skip the combos! This fighter is king of the one-hit-kills-you-quick style of combat. Entertaining and deadly, he is yet another of EC: CD's strange characters.

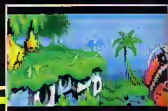


SLASH





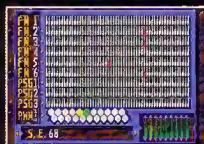
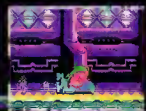
KNUCKLES' **CHAOTIX**



STARTING OUT



Pick your hero from five characters.



The Coming Attractions Screen will give you a quick preview of what levels are to come later in the game.



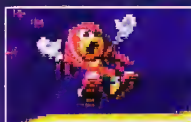
STUFF YOU SHOULD KNOW!	
COMPANY	THEME
Sega	Action
MEGABITS	# PLAYERS
24	1
# LEVELS	DIFFICULTY
25+	Moderate

KNUCKLES' **CHAOTIX** by Sega

Knuckles' Chaotix is the latest side-scrolling action title from Sega. While he follows in the footsteps (running shoes?) of his predecessor, Sonic, Knuckles does break new ground in the direction of game play and some truly colorful graphics. Basically you and your partner race around attached by a magic element connected to two rings each of you have. The result is a rubber band-type effect that takes some getting used to. 32X owners should give it a try!

MEET THE CAST!

KNUCKLES



ESPIO



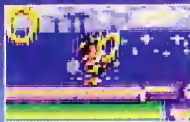
MIGHTY



VECTOR



CHARMY BEE



HEABY





AMAZING AREA



Find the red button on the wall in the Amazing Area Stage to configure boss.



Now you can lose all your rings in 32-Bit power!



This game has a multitude of items from which to choose!

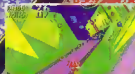


BOSS!



The boss of this area isn't too difficult to defeat.

Throw your partner at him when you see an opening.



Take a chance and see where this door will take you!



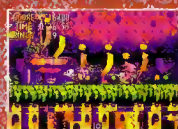
BOSS!

Swing like a pendulum from your partner and smack this boss in the head!



Use Knuckles' climbing abilities to get you out of tough situations.

Use tech work when your own techs are low!



BOTANIC BASE



MARINA MADNESS



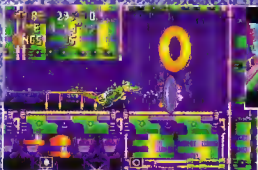
Use the docked boat to help you on your way up the level.



Try to keep a steady pace here, because there aren't many straightaways.



Springboards will propel you all over the place!



It's a nasty first stop when the elevator drops you at the top!



BOSS!

This Boss will take you for a ride in the



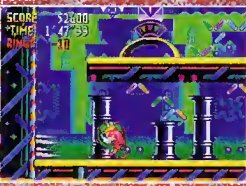
sky! Aim for the rotating blue amulet in the center.



This stage allows you to gain some major speed!



Use this speed with discretion or you might just be blasted on some spikes!



BOSS!



Robotnik himself makes an appearance

here in an awkward, crystal-looking machine to attack you.



SPEED SLIDER



TECHNO TOWER



Use your partner to catapult yourself ahead and climb over the more difficult inclines.



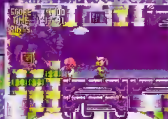
Check behind Robotnik or some hidden items!



In your rack on the bonus rounds to get some Chaos Emeralds!



Even though he may be huge, Knuckles can still take a nasty fall!



BOSS!



This guy is huge! Take your time double-

teaming him with your partner and he'll soon fall.

BONUS ROUNDS!



Just like in the previous

Sonic games, if you collect enough rings you'll find a giant one at the end of the level that will warp you into different bonus rounds!

LEARN THE ROPES!



You can practice your skills as long as you like in the Training Mode.

In the first level, you're given the opportunity to practice techniques by using the on-screen instructions!



Each character has his or her special ability, so choose your character wisely for each stage.



Return Fire by Prolific

Here is one of the most fun two-player games around. What more could you want than to sit around the house, blowing each other apart, then grabbing your opponent's flag, winning the game and moving on to the next land? To top it all off, very famous pieces of classical music are played in the background. This game is also one player, but it isn't quite as much fun. If you have access to a 3DO and haven't yet played this one, you are missing out on a finer side of life.

RETURN FIRE

Four Vehicles to Choose From!



STUFF YOU SHOULD KNOW!

COMPANY	THEME
Prolific	War Sim.
MEGABITS	# PLAYERS
N/A	1 or 2
# LEVELS	DIFFICULTY
N/A	Moderate

You have four different types of army-issued vehicles at your disposal to kill and maim the enemy. There is the Helicopter that is used for quick flybys and are not real good in close combat with anything. Next are your tanks: They are fairly quick with an average firepower—good if you need to get somewhere quick to blow up your enemy. Next are the APCs. Kill everything in sight with the powerful missiles that are at its disposal. The mines really help in two-player games. There are the tanks that are not really powerful but are much quicker than the APCs. Finally, there are the jeeps. They are not very good except that you must use them to get the flag once it is



Your jeeps are equipped with a flotation device to get across water. In order to activate it, go into the shallow water. Press the B button and the tires on the jeep should inflate, allowing you slow movement over the water.

Throughout the landscapes, you will find many fuel and ammunition dumps. In the early levels, they are not really important. In the larger and longer levels, you will find yourself running out of gas and

ammo. Use the dumps by simply putting your vehicle on the striped line and watch your supplies fill. You can use the enemies' dumps too and this really helps when you are deep in enemy territory.



Use your tanks and APCs to take out the enemy missile sentries, for your helicopters and jeeps are not very powerful.



What Is With This Game Anyway?



War, War is a part of everyone's life. You are now sitting where you are because of war. Had the Revolutionary War not taken place, we would all be British. With war being so important in

our history, simulated war can be fun! Which is exactly what this game is. Good, clean, destructive and violent fun. There is nothing better than releasing all of your frustrations out on a couple of enemies. If you are into classical music, then you will definitely recognize some of the music in this game. I personally got goosebumps during some of the more climactic parts in the music and found myself screaming to my foes. Before I realized it, the round was over and I had won. I looked up from my private little world only



to discover my boss and just about everyone else in the office staring at me like I was a freak. My whole point is, this game is fun in its purest form. Throw in a buddy and you will both be coming back for more.

Awesome Invincibility Code!



This incredible trick will let you be invincible as any of the four vehicles! To get this code to work, first start a game and go to the Vehicle Selection Screen. From here, highlight the vehicle you want to make

invincible and press C to get to the screen that shows your number of vehicles and ammunition. Now, press and hold the top L and R buttons, then hold B and C. While holding all of these, press X (Stop button) to get to the Leave Game Option. While the Don't Leave box is lit, keep holding the L, R, B and C buttons and also hold Down on the control pad and then press button A. You will hear a Vehicle Selection sound twice if it worked. You must do this trick every time for each vehicle that you want to make completely invincible.





Strategies to Win a War!



Take out your helicopter and go searching for the flag. The helicopter is pretty tricky to learn to handle efficiently. Once you've learned how to fly it, the best way to destroy the flaghouse is to do quick flybys while shooting. The sentry towers will obviously try to stop you from doing that so get even with the flag using your radar. Fly straight in and let the flaghouse have it with a barrage of missiles. Once you fly over the flaghouse, keep going and then turn your helicopter back around. Do yet another flyby and nail that flaghouse. After two or three times of doing this, it should blow up and reveal whether the flag is inside or not. You'll know



because if the flag is there, you hear praises of Hallelujah and it will zoom in on the flag. Fly your helicopter back to your bunker and land it. Watch your helicopter's fuel because it depletes rapidly and you can easily run out of gas and crash.



The next step is to take out your tanks and/or APCs to wreak havoc on the opposing forces. You must make a path to the flag with these vehicles. Destroy every sentry gun, building or any other obstacle that would hinder the jeep from reaching the magic flag.



Remember not to stay in one place for too long because little helicopters are deployed to come in and kill you. They are really



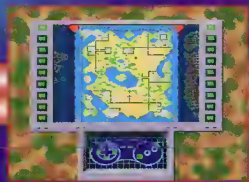
nasty and can be shot down, but they come often, making you use your precious ammunition. The mines from the APC are useless in a one-player game so don't even bother wasting your time.



That gives you absolutely no margin for error. You are given grenades, but they are practically worthless. This is why you must make sure that all of the sentry guns have been totally destroyed. These are just the basics to the game. Now go forth and do your Uncle Sam proud!



The last step in the game is to take the jeep and grab that flag from the clutches of your enemies and bring it back to your bunker. Sounds pretty easy? Nope! Not only is the jeep a pain to control, but it also takes one hit before it is destroyed.

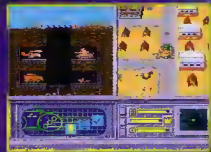


Two Players-What the game's all about!



Remember that in a two-player game, your enemy is trying to do the same thing that you are, get the flag. While you are searching for his flag, remember that protecting your own is essential. Should your enemy discover your flag, take a jeep out and retrieve your own flag.

This way you can place it by your bunker in a last-ditch effort to keep it away from him.



This is when the mines can become really handy. If your buddy's base is on an island, lay mines on his bridge. Or lay mines all over the place and hope that he/she is stupid enough to run over them. Mines can be a riot; however, be careful yourself!

If you find yourself having problems with your friend, try this strategy. Kill all of his vehicles. If he is in his APC, pull your tank out and get right on him. The APCs will shoot over the tanks. This only works if you are practically on top of the APC so make sure you keep with him.

Remember, it is never over. My friend had one APC left while I had about six jeeps. I tried my luck. I ran my jeep right on his APC and blasted him with my grenades and he couldn't kill me.

That was probably my sweetest victory.





GEX by Crystal Dynamics

Gex was kidnapped by Rez of the Media Dimension to become the network mascot. To escape, Gex must use his lizard-like abilities to get through each world. Encounter weird enemies that are bad takeoffs from old 1970s and '80s television shows! Gex can climb, use his tongue, stick to walls, hop on his tail and whip to defeat each stage of every world. Collect power-up icons to increase your chances of survival.

GEX

BONUS ROOMS



Some warps will bring you to hidden bonus rooms where you must complete a task to gain extra lives. Perfect scores may get you access to a secret world!



STUFF YOU SHOULD KNOW!

COMPANY	THEME
Crystal Dynamics	Action
MEGABITS	# PLAYERS
CD	1
# LEVELS	DIFFICULTY
5 Worlds	Moderate

ESSENTIAL ICONS AND POWER-UPS



RED FIREFLY



BLUE FIREFLY



YELLOW FIREFLY



CATERPILLAR



CENTIPEDE



GRASSHOPPER



PAW



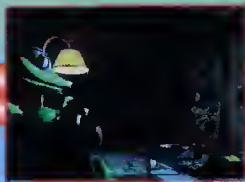
LADYBUG



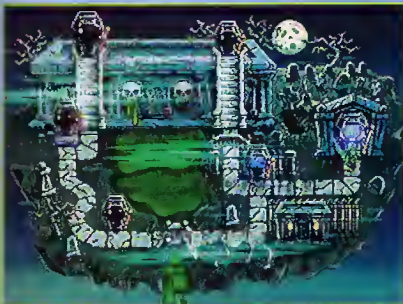
FLEA



BUTTERFLY



GRAVEYARD WORLD



Hurling back in time, Gex finds himself in the Graveyard World. This set of spooky stages is the beginning of a long journey for Gex to get back home. Use your tail as a whip and a spring to defeat all of the spooky enemies in these levels. Look for hidden warps for the bonus game, extra power-ups and more! You can even fall through one of the slime pits and gain extra lives.



Start your game in the Frankie & Heli stage. Here you will face crazy-looking, gecko Frankensteins and helicopter TV sets sent with hate from Rez himself! Next, you'll travel to Grave Danger where everything is dangerous including masked weirdos with chain saws, spikes, slime and more! In Tomato Soup, you'll face (you guessed it) killer tomatoes! Disco Inferno is the last stage in this world, and it's also the longest. Here, you must find the remote to the Boss, plus the next world's remote. Face off against torches that come to life and flying gargoyles that spit fire. Helpful power items that Gex can use in these stages are the fire and ice balls.

SPIN 'N PUKE

Spin 'N Puke is the first Boss you'll face in the game. She starts out as a pretty little female ghost that has skulls around to protect her. As you whip these skulls with your tail, she isn't so pretty anymore! Her true evil side is revealed as her face turns into that of a demonic being! The dangers Gex faces in this stage are the Boss itself (obviously), the puke she spits and the scrolling level.

Be sure to jump over the land barriers or you will be smashed against the side of the screen. To help you along, there are Paw icons that you can pick up in case you get hit. Once you whip this Boss enough, she'll be defeated. The remote for the next stages will appear and Gex can further his journey with the Cartoon World!





CARTOON WORLD



Cartoon World is your next step to getting home. Stages such as Twin Towers, Powl, Rock It and Knock! Knock! will have you thinking you died and went to cartoon heaven. But these cartoons are out to get you! Superhero lizards, teddy bears, aliens, rockets and more are out to give Gex a whack to the noggin! Secret warps and doorways will lead you to the next parts of the level ... or doom. Figure it out!

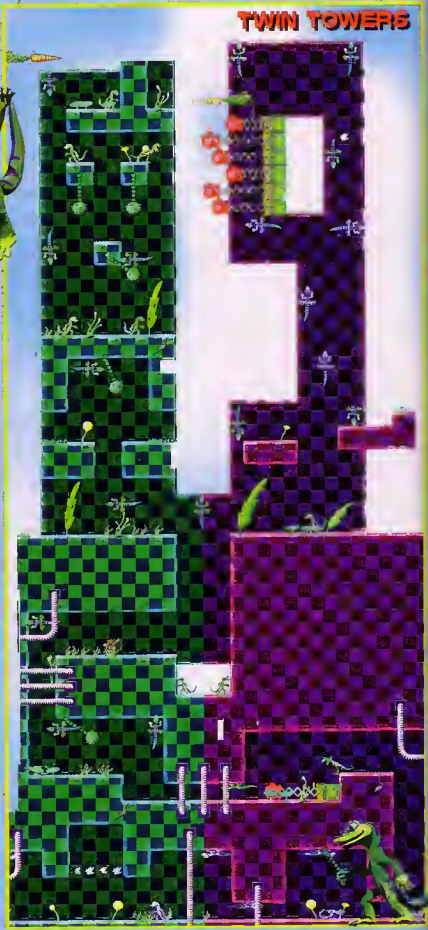


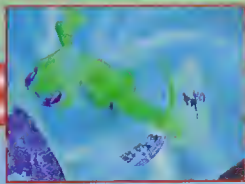
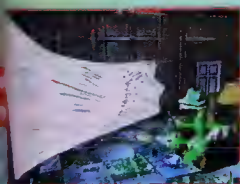
THE FLATULATOR

This Boss ate one too many burritos, and he's taking his frustrations out on Gex! Jump over the Flatulator as he farts his way across the screen. As soon as he starts flying in the air, climb the wall and go on the ceiling. There you will find anvils to drop on him. Aim carefully!

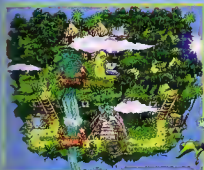


TWIN TOWERS





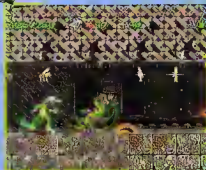
JUNGLE WORLD



This set of stages is very challenging. Hop on a raft and float into the piranha-filled waters of Feeding Frenzy. Your life is at stake with every movement as hidden spikes jut out around your power-ups, giant spiders are ready to bite and gorillas just wait to pound you into the ground! In Congo Chaos, you will trip a switch in the beginning of the level that will make the level move. (This is similar to the Boss stage in the Graveyard world.) Gex must constantly travel to the right and avoid any obstacles in his way. Climb up walls with masked voodoo men waiting at the top, ready to spear you! Break walls with your tail and you might reveal geckos with a hat and a whip.

(Remind you of any movie?)
It has great music!

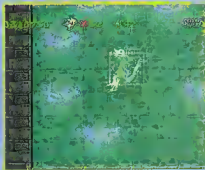
JUNGLE GYM



This Boss goes in and out of its holes in the wall. Jump up the platform and avoid the Boss at all costs. There is nothing you can do with your tail to it. Once you make it to the top, there will be a pile of rocks. A gorilla will come out and pound the ground. See what happens next!



KUNG FU WORLD



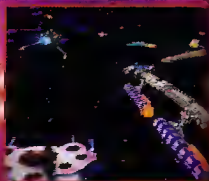
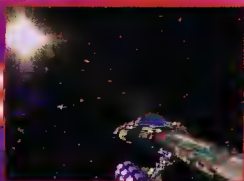
Kung Fu World is the last world before Rez's Nerve Center. Travel through Sumo City where the wrestlers are big and the magicians are nasty! In Fish Bait, you're food for some hungry electric eels and squids if you don't swim fast. In Chop Chop, lava and samurai geckos mean death.

TOXIC TURTLE



Is this a scene out of a monster movie or what? The Toxic Turtle will fly along the ground and then it will fly up, drop bombs and shoot a three-way energy bolt at you. When it is flying along the ground, try to time it so you can whip it with your tail. The turtle will grow bigger until it explodes! Are you ready for Rez's lair?





Star Control II by Crystal Dynamics

Star Control II for the 3DO is the best computer-to-game system translation that I have ever seen, and in most respects, the 3DO version even surpasses the computer version. All of the aliens now have their own voices instead of text. The graphics are improved and the sound effects are great. The RPG portion is very interesting and at times mind-boggling, while the super melee allows you to hone your skills as a combat pilot.

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Crystal Dynamics	RPG/Shoot
MEGABITS	# PLAYERS
CD-ROM	1 or 2
# LEVELS	DIFFICULTY
N/A	Hard

STAR CONTROL II



The Drugga are slave traders. Their ship consists of a huge cannon that can knock ships off course and a crew-to-energy power boosting generator.



The Mycon want to cleanse the universe of all beings. They use a homing plasma torpedo that will weaken the farther it travels and a crew regeneration system.



The Earthling cruiser is slow but can maneuver quickly. It fires a long-range, homing nuclear missile. It also has a short-range point defense laser system.

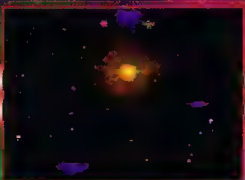
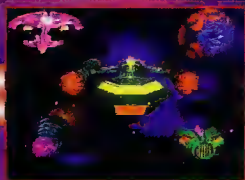


The Spathi are cowards and their ship proves it. It has a rearward firing missile system that fires three times.



The Shofixi are a raccoon-like race that is hell-bent on war, glory and honor. Their ship isn't powerful, but it can self-detonate taking most ships with it when it goes.





ANDROSYN



The Androsyn's ship has two forms. The first is a slow but maneuverable form that shoots a field of acidic bubbles. The second is a comet-like speed demon that moves like a Mack truck. It attacks by ramming into other ships.



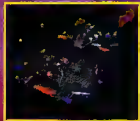
CHENJESO



The Chenjeso are a crystal-like race. Their ship fires crystal shards that can either impact a ship whole or fragment on command. They can also launch D.O.G.G.I., that act like power leeches against other ships.



The Kohr-Ar are an offshoot of the Ur-Quan. They believe that all other creatures should be destroyed, not enslaved. Their ship fires a star-like projectile that also doubles as a mine. They can also let loose a ring of super-heated plasma.



MMRNMHRM



The Mmrnmhrm are a race of living machines. Their ship has two forms. The first is a slow, maneuverable attack ship with two short-range heavy lasers. The second is a fast, unmaneuverable ship with long-range missiles.



The Pkunk are a very interesting race that look like distant cousins of Toucan Sam. Their ship has a three-way firing main gun, and in order to recharge this weapon, you must insult your opponent. The Pkunk ship also has a variable self-resurrection.

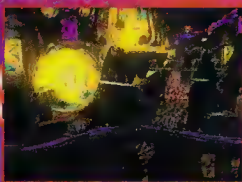


YEHAT



The Yehat were once your friends, but now their queen says that you are the enemy. Their ship hasn't changed. It still has the rapid-fire twin guns and the powerful energy shield.





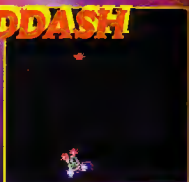
The Arilou are a very strange race. Their ships are saucer shaped and very fast. They are equipped with an inertialess drive, an auto-tracking laser system and a short hyperspace jump system.



This is the most destructive ship available. The Chmrr has three satellites that rotate around the main ship, stopping almost anything from hitting the main ship. The ship has a microwave laser that can vaporize atomic hydrogen in space and a tractor beam to pull in ships.



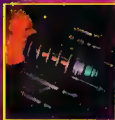
The Ilwrath hasn't changed from the original game. It still has its super-hot plasma flame that whittles away crew like a hot knife through butter and the ever-popular cloaking device.



The Thraddash are a militant race. Their ship has a weak long-range unguided missile for the main weapon. But the secondary weapon is very similar to the Kohr-Ar's fire ring. On the Thraddash ship, it comes in afterburner form.



The Utwig is another very powerful ship. It has a main weapon that never runs out. It also has an energy shield that uses the energy of other ships' weapons.



The Syreen have the capacity to lure the crew of other ships to their's and in turn increase their own crew.

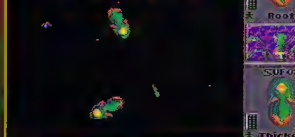


The Zog-Fot-Pik are three races living in harmony with each other. Their main gun is an anti-matter gun. They also have a tongue they can project into other ships.





SUPOX



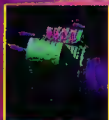
The Supox ship is very maneuverable. It can fly forward, backward and to either side all while firing its rapid-fire, organic-based cannon.



UMGAH



The UmgaH drone has an emergency reverse system and an anti-meter disruption field.



SLYANDRO



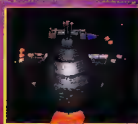
The Slyandro probe ship is a pain to fly. The controls are whacked and the ship rarely goes where you want it. Its main weapon is an electrical bolt.



MELNORME



The Melnorme trader is a force to be reckoned with. It can fire a bolt of energy that will scramble your ayatems. It can also fire its main weapon with a varying degree of power or charge.



ORZ



The Orz talk in riddles that can be hard to understand. But be sure of this: Their ship is not one to be trifled with. They have a rotating turret that can do a lot of damage. Plus, you can launch space marines that will invade the other ship and take the crew out from within.



UR-QUAN



The Ur-Quan are back, and they're as bad as ever. Their ship still has the megapowerful fusion cannon and the autonomic fighter (or gnata as I like to call them because they're so annoying).

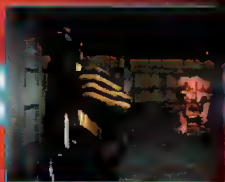


VUX



The Vux ship is slow to turn and move but it has two advantages over most other ships: One is that the Vux ship will usually warp in close enough to get its big laser on the other ship. The other advantage is the energy leeches which you can deploy to slow other ships down.





DOOM by id

When Doom hit the PC market in 1994, it created quite a stir. Word spread quickly about the violent, first-person perspective action game with its sinister themes and dark atmosphere. Jaguar owners now have the privilege of playing this addictive bloodfest. In the pages that follow, you will see the evil that you face, the weapons you use, the artifacts that help you on your journey and a map of the secret level, the Military Base. So dim the lights and get your shotgun ready, it's time to go meet your Doom!



STUFF YOU SHOULD KNOW!

COMPANY	THEME
id	Action
MEGABITS	# PLAYERS
4	Variable
# LEVELS	DIFFICULTY
23	Variable

ZOMBIEMAN



Also known as the whack 'em and stack 'em monsters, these can-

non-fodder creatures should present you with mild annoyance at worst. Two pistol shots or one shotgun blast will rid you of these pests. Weak, even in groups.

LOST SOUL



The Lost Soul looks more frightening than it really is—even in

groups they're not too terrible. A well-aimed shotgun blast can rid you of this pest; anything stronger is probably a waste of ammo.

IMP



They're ugly, thorny and all over the place. The fireballs they

throw are fairly weak, as is their scratch. They can be a problem in groups, however, as you might find yourself trying to dodge four or five fireballs at once!

SHOTGUN GUY



Tougher than his PC counterpart, this is what you become when the bad

guys get to you! Armed with a shotgun, this fellow fires early and often. At close range, he can be a serious threat. Fortunately, he can't take it like he dishes it out.

DEMON



Plenty ugly and with way too many teeth, this hellish crea-

tion thinks of nothing but running and rending. Should you happen to be its target, keep it at a distance and plug away with the weapon of your choice. The chain saw is good, too.

CACODEMON



The spine-numbing screech of a Cacodemon spotting its prey

can indeed be cause for concern, especially if its prey is you! The lightning balls it spits are dangerous, and it can stand plenty of punishment. Watch out!

BARON OF HELL



This is basically your worst nightmare. The Baron has more mus-

cles than Schwarzenegger, and is twice as rough in hand-to-hand combat. Avoid his green fireballs at all costs—eat a few and your game will be over very quickly.



FIST



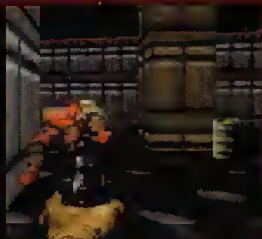
Best used with a Berserk Pack. Most effective against lower-level critters.

CHAIN



Powerful and plenty messy, this item takes care of bad guys without any fuss.

PISTOL



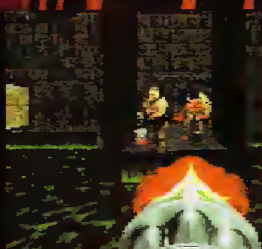
Use this only when necessary! Most nasties aren't even fazed by it.

SHOTGUN



This should be your default gun. It packs a good punch and uses ammo slowly.

CHAIN GUN



The chain gun is useful for clearing monster-filled rooms. Strafe often!

ROCKET LAUNCHER



The Rocket Launcher packs a serious punch. Don't shoot it at nearby targets, though, or you'll be sorry!

PLASMA GUN

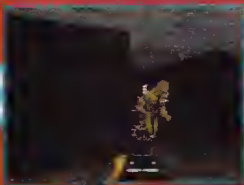


Similar to the chain gun, the plasma gun fires with more speed and power.

BOO BOO



Aaah ... the all-time king of weaponry. Just pull the trigger and watch those bodies fly!



Artifacts

The Spiritual Armor increases your armor by 2 percent at a time. The most it will raise you to is 200 percent. Found: fairly frequently.

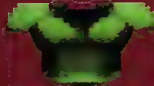


The Soul Sphere is quite a help. It'll increase your health 100 percent, up to the 200 percent mark. They are generally hard to find.

The blue armor is the best available, raising your armor to 200 percent automatically. They are relatively rare, and often signal danger.

The Computer Map automatically fills out your map, including all secret areas! For this reason, it is very rare.

This important artifact is found only when it's really needed. It gives you temporary invulnerability. Expect trouble when you find it.



The Key Cards allow you to enter color-coded rooms. Just match the key to the door frame, and you're in! They are on every level.

The green armor will increase your armor to 100 percent if you are below that. Above 100 percent, it does nothing. Found: uncommon.

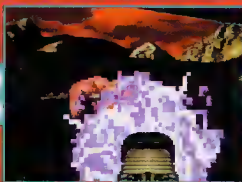
The Skull Key is basically the same as the Key Card. Match it to the door frame of the same color, and you may enter.

Berserk Packs are a mixed blessing. While they do increase your strength enormously, it'll make you fight with your fists! Found: uncommon.



The Backpacks are a god-send. Not only do they give you extra ammo for *all* your weapons, they double your ammo capacity (once)! Found: rare.





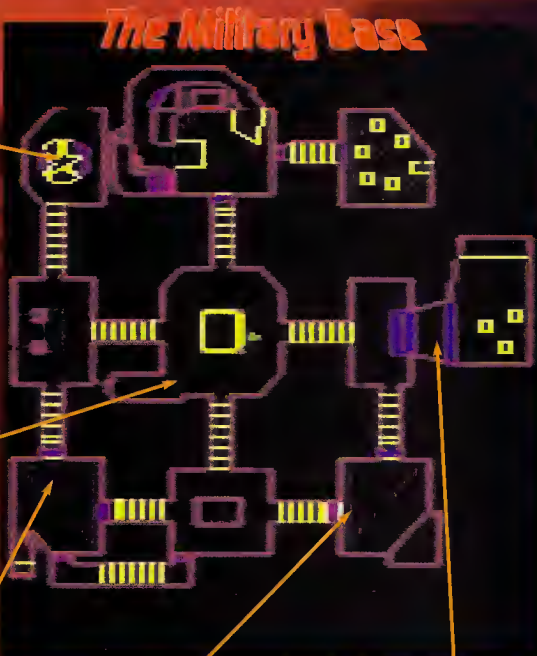
The "Star" room seems peaceful at first. However, when you step on the star in the middle of the room, a secret door opens, allowing hordes of demons to attack you. Shred 'em!



Holding 4 and B on your controller while unpasing brings you to this secret level. The entrance contains a boxed-in area full of imps. Just blast the barrels within and the imps will be destroyed.



Don't miss the semi-concealed alcove in this room. It contains a switch that will raise a wall in another room, allowing you to get a crucial Key Card. First, take out those Imps and Shotgun Guys!



Use the barrels in this room to destroy your foes. Exploding them at the right time will save you ammo and headaches.



The platform in this room will lower and present you with an outdoor area. Imps are poised on towering platforms. Nuke 'em!



ALIEN vs. PREDATOR by Atari

Alien vs. Predator is yet another addition to the Wolfenstein and Doom genre of video games. The graphics aren't too shabby, but I expected the scrolling to be smoother. The sound is pretty good; I actually got the feeling I was in a space station overrun by xenomorphic creatures. Overall, I found the game to be quite enjoyable, mainly because I'm a die-hard Alien and Predator fan! If you're like me, try this one out! You won't regret it!

CHOOSE A SPECIES ...



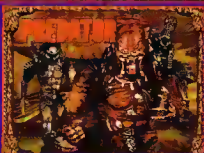
THE ALIEN:

Your objective is to find your missing queen so the rest of the species will survive. Destroy any life forms intent on harming her. Cocoon all intruders. The hive must continue...



COLONIAL MARINE:

You wake up from your 90-day cryo-sleep only to find that your fellow Jarheads have all been slain. What has happened? Can you fight your way out? Pray that you can, or this will be your last mission!



THE PREDATOR:

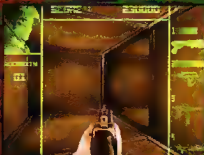
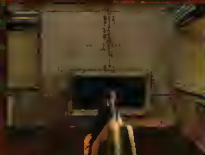
This is it... the hunt of your life! Your objective is to fight through the enemy ship and to bag the biggest prize of all time: the Alien Queen! Use your sophisticated weaponry to wipe out any opposition.

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Atari	Action
MEGABITS	# PLAYERS
32	1
# LEVELS	DIFFICULTY
15	Medium

SEMPER FI, AMIGO!

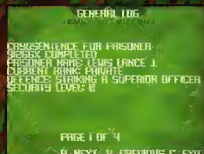
The Marine's mission is easier at first, mainly because you get a long-range weapon right from the start—the shotgun. However, if you run out of ammo, you're as good as dead. The shotgun is only so powerful. (It's useless against 15 charging aliens!)



The airducts will get you into areas that were previously inaccessible. (One of the airducts will lead you to the pulse rifle.) However, don't for a minute think that you're safe inside them. Aliens will be found lurking around corners. ... There are no open spaces to run to in here!



Whenever you engage the enemy, try to lure them out into the open. When you kill them, you won't have to wait for their acidic blood, which will mangle you.



Marines are the only characters in the game who can access the computer terminals. Once in, you can access an area map and read any mission briefs.

ALIEN vs. PREDATOR



Here is the map to the first level in the Marine Corps training base Golgotha. Use this map if you play as the Marine. You start in Area One, the Brig. Grab the dead jarhead's shotgun because for the longest time, it's your only weapon. In between Area One and Two, you can find the Security Card. Clearance Level 1. It's located on a dead Marine officer. With this card, you can enter new areas not normally accessible by a low-level grunt. Use it to enter Armories and other fun places.



LEGEND

- 1: BRIG
- 2: BRIEFING ROOM
- 3: PO AREA
- 4: AIRLOCK
- 5: BARRACKS
- 6: LIBRARY
- 7: CANTEEN
- 8: KITCHEN
- 9: MEETING ROOM
- ELEVATORS

SUPREME FIREPOWER



Your original weapon, the shotgun, becomes obsolete rather quickly. Luckily, the taxpayers' money comes to the rescue in the form of some very high-tech weaponry. All of the weapons (and body armor) can be found hidden in the Armories scattered among the different levels. It's up to you to find the proper levels (and obtain proper security clearance) to enter the Armories.

WHAT MAKES 'EM GO?

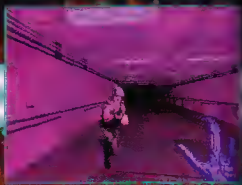
Your weapons will run out of ammo. Your character will run out of energy. What to do? Never fear! To take care of your depleted ammo



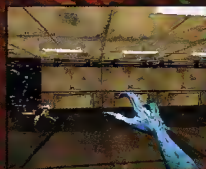
status, look for a dead Marine. (There are plenty of them.) Regular grunts will give you shotgun ammo and the officers will give you pulse rifle ammo. (It's not like

they're gonna use it.) Medkits take care of your wounds. Of course, the Medkits are more difficult to find, but when you find them, you can usually find more close by.





KILLER INSTINCTS ...



The alien doesn't develop any fancy weaponry. It only uses what nature gave it: powerful jaw attacks, a weak but quick claw slash, and a powerful acid attack. The tail, in addition to killing opponents, will also coat them with a layer of... excrement necessary for the cocooning.

MORTAL ENEMIES ...

The human infestation is relatively easy to get rid of. However, your biggest threat comes from the testosterone.

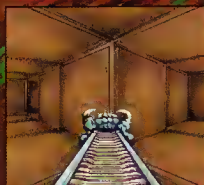


Filled Predators. The most effective attack for these guys is two jaw attacks. Works like a charm.

THE HIVE MUST CONTINUE ...



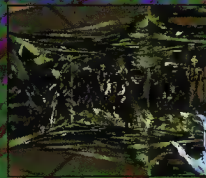
The alien has a small problem. It can't lay down work. Luckily, to make up for this deficiency, you can cushion the humans you come across. To do so, you'll use an attack with a claw and jaw combo. Then, walk over your host to complete the final stage of the cocooning process. These eggs take time to hatch into fully grown adults, but as soon as they do, you have a full back option. When the alien you're currently controlling dies, you automatically switch to another mature alien. There are a few problems with this, however. You can only cocoon as many hosts at one time, and you're often where the egg was laid. In other words, you'll find yourself going over the same territory over and over again, each time creating a new alien.

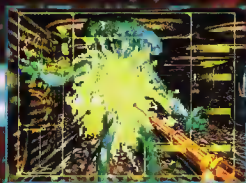
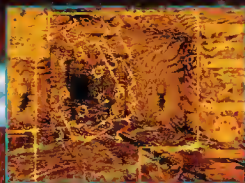


The alien understands air ducts.

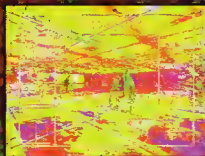


But the elevators are a little too tough for your intellect!



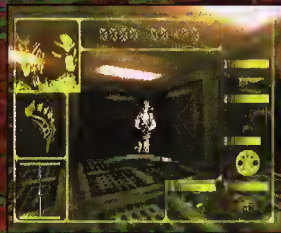


WOW, PSYCHEDELIC VIEWS (OR, WHAT'S THIS I'M SMOKING?)



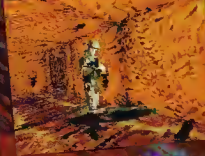
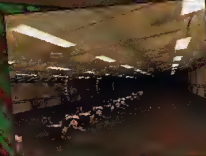
The Predator has some war-tightest equipment, including some souped-up vision goggles. You can turn them on, while available, you can also switch to infrared, ultra-violet or thermal imaging. If you attack while invisible, you lose points.

GET MORE POINTS TO GET BETTER WEAPONRY!



Start your hunt with your basic claw attachment. This makes the game rather interesting, because you have to choose your targets for now. The relative weakness of its weapon (two hits to kill a smelly human) makes it imperative to attack a room full of enemies. While invisible, speak up on your target, unlock (that way you don't lose points by killing them in honor) and slash the human or alien to shreds. Then cloak and stalk your next target. When you hit 150,000 points, you get the more powerful Combiblast (one hit to kill humans and the alien prey), and at 350,000 you get the powerful long range Smart Blast. (By the way, depending on which weapon you use, you receive varying points for killing your prey). There is still another weapon, your shoulder-mounted laser blaster (kill 'em dead baby), but that baby needs some serious points.

OUCH, NOW I'M REALLY MAD.



Every time you pick up a weapon or food, your Health-Aid meter goes up. Now, you never run out of health. Press the shield, hit button five on the controller.

Neo-Geo



SAMURAI SHODOWN 2 by SNK

Samurai Shodown 2 for the Neo-Geo is one of the best fighters out for any system. SS2 is a big improvement over SS. Its graphics are better than the last version, there are four new characters and the sound effects are incredible. All of the characters have new moves and even hidden ones. If you are a fan of fighting games and own a Neo-Geo or a Neo-Geo CD, then this is a definite must-have. Look over the next four pages for a sample.

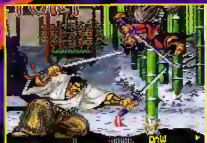
STUFF YOU SHOULD KNOW!

COMPANY	THEME
SNK	Fighting
MEGABITS	# PLAYERS
202	1-2
# LEVELS	DIFFICULTY
15	Hard

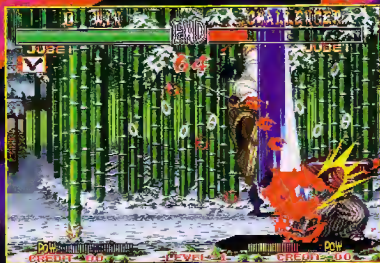
SAMURAI SHODOWN II



Cham Cham is one of the new fighters. She is both the sister and replacement of Tam Tam. She is very fast, agile and will certainly become the favorite of veteran SS fans.



JUBEI! The man with the two swords is back! His new move is a sword clinch where he locks swords with another player and slashes them with his second sword. Sneaky!





EARTHQUAKE

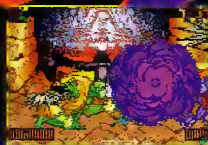


The big man is back, and I think he gained more weight. Earthquake now relies less on brute strength and more on his ninja skills, like his newly perfected teleportation move.



GEN AN

The evil green thing from the underworld is back, and boy is he mad. Now he has a move where you can throw your glove and grab an opponent, leaving him at Gen An's mercy.



HANZO

Hanzo is back with a vengeance. His magic move renders him invisible until hit. Hanzo also has his comical doll move that changes him into a doll-sized version of himself. Also, his dragon fire move is no longer a charge move.



CHARLOTTE

Charlotte is still one of the most powerful characters in the game. Now she has a projectile attack and a star fatality move. Her stage is beautifully done with an amazing painting on the back wall.



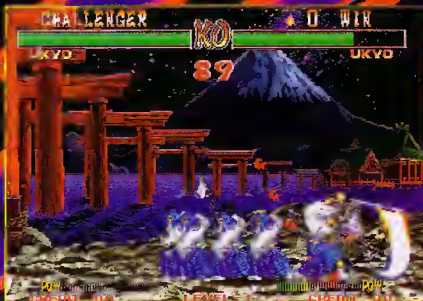


UKYO The very powerful fighter of the first game is somewhat weaker. He has two new moves, but seems to get hurt more easily. Occasionally, you will catch him coughing up blood after matches.



GALFORD

Galford is back with his trusted companion, Poppy the ninja dog. They both have new moves that will devastate unprepared foes. Galford can also turn Invisible like Hanzo.



HAOHMARU The main player of the game is back with three new moves: a fake cyclone slash, a jumping two-handed overhead strike and a two-hit bash with his sake jug. Now in his stage, his girlfriend is cheering him on in the background.

NAKORURU

The nature lover is back with a move that can send projectiles back at those who throw them. She still has tons of throws and her fatality seems to be a screen right out of *The Birds*.





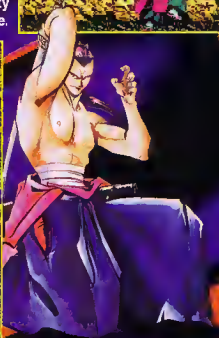
One of my favorite characters, Genjuro could be described as Haohmaru's greatest rival. He has a three-hit combo that takes half of your power bar away. His fatality move is unstoppable.

GENJURO



Neinhalt Sieger is the strongest and most evenly matched with Wan-fu and Charlotte. He has the coolest fighting stage, which is right in front of his army. His moves are totally devastating, especially his three-hit combo.

SIEGER



NICOTINE

The oldest of all the fighters, Caffeine Nicotine packs quite a punch with his magic. Although he is quite a formidable fighter with his cane.

WAN FU

The military genius has taken a step back, trading in his scimitar for a big hunk of rock. Some of his moves include beating his head into the rock until his power bar is maxxed out.



Neo-Geo



FATAL FURY 3 by SNK

Fatal Fury is back, and has some new features that separate it from its previous incarnations. First, you have the ability to sidestep most attacks, avoiding those cheap hits. Also, combos have now been included, in keeping with the current arcade trend. Finally, you can knock your opponent clear off the screen!

Five new fighters join five returning characters in a battle to be the best. Two mysterious Bosses, as well as a new scoring system, round out this hot game!

STUFF YOU SHOULD KNOW!

COMPANY	THEME
SNK	Fighting
MEGABITS	# PLAYERS
266	1 or 2
# LEVELS	DIFFICULTY
11 or 12	Variable

Geese Howard



Geese is a very powerful character. His Lightning Cage Fatal Move rules!



FATAL FURY 3

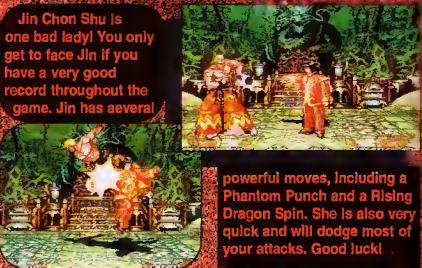
ROAD TO THE FINAL VICTORY

Yamakazi Jin Chon Shu

Yamakazi is the first Boss you face. He's very strong, and can punch you from across the screen!



Jin Chon Shu is one bad lady! You only get to face Jin if you have a very good record throughout the game. Jin has several



powerful moves, including a Phantom Punch and a Rising Dragon Spin. She is also very quick and will dodge most of your attacks. Good luck!



Terry Bogard Andy Bogard



Terry is still one of the most powerful characters in the game. His Power Geyser is wicked!



Andy has a lot of moves. The only time you'll see his backflip is with his Fatal Move. It's powerful.



Joe Higashi



Joe's Golden Heel Blast and Hurricane Punch pack quite a wallop.



The Tiger Kick and Slash Kick appeal trouble for his foes!





Mai Shiranui

Hon Fu



Hon Fu is a powerful fighter, a character who brings



his nunchucks into battle. All his moves are good, perhaps his most favorite his City of Fire (lower right). It's excellent for



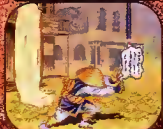
knock-
ing
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Sokaku Mochizuki



Sokaku is a Demon Conjuror with many magical moves.



Sokaku has more moves than anybody! Watch for his staff throw...





Franco Bash

Blue Mary



Franco is a powerful boxer.

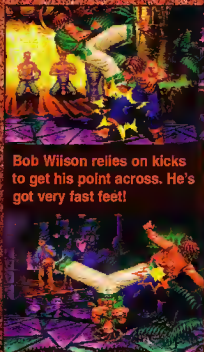
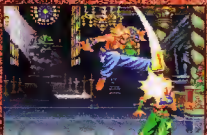
His regular moves do almost as much damage as his specials!



Blue Mary adds a second female face to the Fatal Fury series.



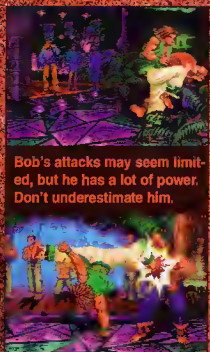
She has a lot of grabs and take-downs, but no projectiles.



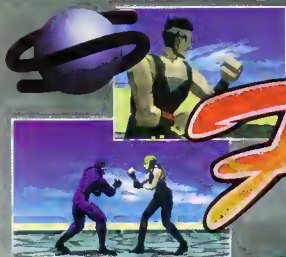
Bob Wilson relies on kicks to get his point across. He's got very fast feet!



Bob Wilson



Bob's attacks may seem limited, but he has a lot of power. Don't underestimate him.



Virtua Fighter



HIT 'EM WHEN THEY'RE DOWN!



The Saturn translation retains the attack from above maneuver that can surprise new comers to the game as well as be used as an additional hit in combos!



Virtua Fighter by Sega

The well-known arcade game is now available for your Sega Saturn and as a pack-in, too! While I'm utterly sick of fighting games (and their sequels), VF, as it stands, is a good freebie. As translations go, VF is awesome, with only minor character break-up that appears in the Replay Mode. The action and game play is just about identical to that of its big brother coin-op. The sound effects and background music are exact reproductions as well, with all the moans and grunts from each character fully intact.



Virtua Fighter from AM2 is about as realistic as tournament fighting gets. You won't find fireballs, dragon punches or psycho crushers that totally demolish your opponent. VF doesn't quite play the same as other fighting games out—with real tournament rules and fighting rings you can get knocked out of—just to name a few.



Select your character from any eight fighters. While the cursor is on Akira, press Down, Up, Right, Left+A simultaneously.

OPTION

LIFE GAUGE: 1p TURBOEST 2p LARGEST
WATCH POINT: 3 JUDGES, NO LIMIT
TIME LIMIT: EASY
ENEMY LEVEL: ON
CONTINUE: 3
SOUND TEST: 4
VOICE TEST: 5
MUSIC TEST: 6
RECORD: 7
PLAY CONTROL: 8
EXIT: 9

THE ROAD TO VICTORY



Push 'em out of the ring!



Draws end in sudden death.



The most energy left wins!



Pummel your enemy silly.

STUFF YOU SHOOLD KNOW!

COMPANY THEME

Sega Fighting

MEGABITS # PLAYERS

CD-ROM 1-2

LEVELS DIFFICULTY

N/A Adjustable



AKIRA

Toshin
Soutai
◀ B

Mouko
Kohazan
▶ B

Akira is a balanced fighter, having both speed and power in his arsenal. The martial arts instructor and master of Hakkuyokuken, Akira specializes in close-range fighting techniques. Mastering him is both challenging and rewarding due to his somewhat complex moves.



JEFFREY

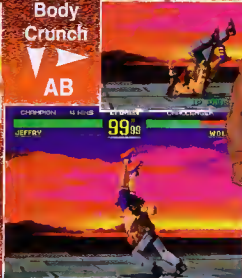
Jeffrey is a powerful character indeed. The disciple of

Flying
Knee
▶ C

Body
Crunch
▶ AB

an ancient Greek form of Olympic wrestling, Jeffrey McWild is simply a tank—both strong and slow. His deceptively slow attacks can be used in combos. He knocks all your strength away before you know what hit you!

Power
Slam
▶ B



KAGE

Katana
Gasumi
A+B+C

Foot Sweep
▶▶ C

Kage is perhaps the most agile fighter of all.

Trained in the ways of an ancient Japanese assassin martial art called Yoinryujujitsu, his speed is blinding and unmatched by all who oppose him. Use his stomp to get behind your opponent when he/she is on his/her back!



Leg
Toss
◀ B





JACKY



Jacky is a great all-around character to use. He has

high points in speed, agility and power to boot. Like his sister Sarah, Jacky uses the martial art form of Salkendo, although he tends to prefer mauling his opponents with his fists rather than with his feet. Try his backflip punch and roundhouse together for a devastating combo!

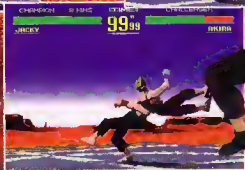
Face Buster
B+A



Roundhouse
C+C



Neck Throw
B



PAI



Choke Throw
B



Body Throw
B

The daughter of Lau Chan, Pai has excellent speed



and agility with her wicked four-hit combos. The famous movie star is also a master of Enseiken. Pai can really rack up the hit on her opponents before they know what hit them! Her throws are nothing to laugh at either, as they can leave you on the floor!

Flip Kick
C



LAU



Lau has a strong following as the "cheapest" character in the game. He is the master of Koenken, a style that can be traced back to the motions of the praying mantis.

Lau is equally as fast as his daughter Pai, and his foot stomp can hit his enemy on the floor twice before they can recover from it!

Back Smasher
B



Crescent Kick
A+C




Body Throw
A+B





WOLF



Pile Driver
◀◀ B+C



Head-butt
◀ B

Wolf is the pure powerhouse of the group. A Canadian fighter trained in the ways of American Pro Wrestling, Wolf Hawkfield may not be the most graceful fighter in the world, but his work does get results. Let's just say if this guy gets a hold of you, you'll wish that you had stayed home!



Body Slam
▶ B



SARAH



Although she may not be as powerful as her brother, Jacky, Sarah Bryant makes up for it with her unbelievable speed and killer four-hit combos that can knock an opponent senseless! Sarah tends to favor kick attacks over punches unlike her brother. Watch out for her flying knee thrust!



Flying Knee
▶ C



Neck Throw
▶ B



Suplex
A+B (From behind)



DURAL



Elbow Thrust
▶ B



Brain Bårster
A+B

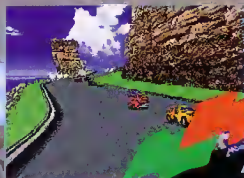
Perhaps forever shrouded in secrecy, Dural is one of the toughest end Bosses you will meet! She has the combined attacks of the rest of the cast and can use them at her will! Dural in not as indestructible as she seems however, as strategy and patience will pay off in the end.



Renkan-Tai
▶ C C



Saturn



DAYTONA USA

You can reset the race at any time by pressing START, X, Y, Z.

CHOOSE YOUR DRIVING VIEW, SON!



Sega's Arcade Wheel!



Set up your controller any way you like!

TWO MODES OF PLAY!



In the Arcade Mode, you only have two cars to choose from.



Checkpoints will add seconds to your time.

The Saturn Mode allows you to

ARCADE MODE SATURN MODE RANKING OPTIONS



race without a time limit on the course!



Daytona USA by AM R&D

Daytona USA is Sega's answer to Ridge Racer for the PSX and Cruising USA for the Ultra 64. Although Cruising remains to be seen, Ridge wins hands down.

While both Daytona's graphics and sound FX are superb on the Sega Saturn, the scrolling is very choppy and it gets to the point where the background appears (and sometimes disappears) before your eyes. None of this detracts from the game play—it just makes it pale in comparison to its competition.

STUFF YOU SHOULD KNOW!

COMPANY	THEME
AM2 R&D	Driving
MEGABITS	# PLAYERS
CD-ROM	1
# LEVELS	DIFFICULTY
N/A	Adjustable



The rest of your competition will give you a royal salute if you happen to pull off third place or better in the race.

THE SUPER SPEEDWAY

Take home the fortune and glory of first place!

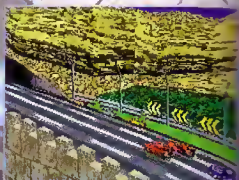
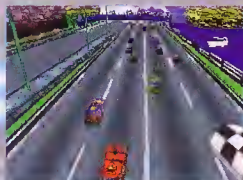
Congratulations! GOAL



It's race day, baby!



The Super Speedway is a good place to test the strengths and weaknesses of each car and to practice with both automatic and manual transmissions.



THE GRAND PRIX

GENTLEMEN START YOUR ENGINES



Unlike the Super Speedway, the Grand Prix starts you behind the lap line with the rest of the field from an idle position.



The Pits

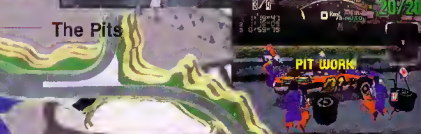
Turn 1

GP Pond

The Pits

GP Pond

Y Intersection



You should... as many... tions as you... would in the first track when you... here.



The manual is the transmission of choice here. If you power slide around more than a few of the sharp turns ahead!



You are doing so well... time out to exp... You never know what you might find.



The Grand Prix course pits you against 19 other competitors in a five-lap race along the coast-line. Keep your eyes on the road—you'll have time to watch the scenery on the replay!



THE INNER CITY EXPRESSWAY



The inner city course will take you on a grand tour of the city and its countryside for a total of two laps.



The traffic becomes intense on this track. Your opponents will stop at nothing to move ahead of you!



Don't even think about racing this course without a manual transmission, or you'll wish you had stayed home.



This will test your driving skills to the max as you weave in and out of traffic, crossing beautiful bridges and running under the heart of the city. Just watch out for the wildlife!

PlayStation

Ridge Racer by Namco

One of the best racing games out, Ridge Racer for the PlayStation has a realistic feeling of what racing is like. The graphics are superb, the sound effects are top-notch and the cars are almost realistic. The computer-controlled cars will almost always out accelerate, no matter what the graph says. Cars don't crash, they just bounce off walls and other cars. When you hit another car or get hit, your car will always slow down.

RIDGE RACER



F/A Racing



RT Ryukyu



STUFF YOU SHOULD KNOW!

COMPANY	THEME
Namco	Driving
MEGABITS	# PLAYERS
CD-ROM	1
# LEVELS	DIFFICULTY
8	Hard

The F/A Racing car is your average car. Average in every aspect: handling, grip, acceleration and maximum speed. This is your no-frills racing machine.

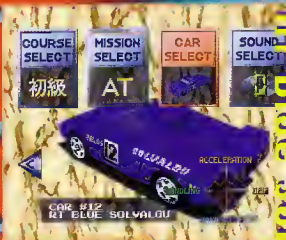
The RT Ryukyu is the best car in the game. It has the best grip and handling, which means you won't have to slow down rounding the corners.

RT Yellow Solvalou

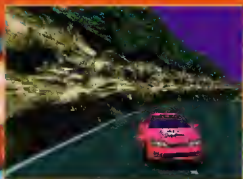


The RT Yellow Solvalou is the fastest accelerating car. It has very little grip, and its handling characteristics are horrendous. It also has an average top speed.

RT Blue Solvalou



The RT Blue Solvalou is almost identical to the yellow one. Just switch the acceleration with the maximum speed and there you go. Fast but out-classed in corners.



This is the first real turn you come to. Take it close to get ready for the next.



This is the first real turn you come across. Start in the middle and turn hard.



This is a double turn. You turn right then right again, so make sure you straighten out in between each turn.



This is the start of it all. To get a hole shot, use the right-hand lane and a hard turn.



This is the last serious corner. Just get off the throttle and turn hard. Straighten the car, then pump the throttle.

Here are the first and second tracks. The only difference between them is that the second track has a higher top speed and one more lap. These are, of course, the easiest tracks, but don't be fooled—some of the corners can be tricky, especially the fifth turn. Try driving the green and red RT Ryukyu. You'll be able to corner at top speed.



This is the last turn that will lead you into the final stretch.



In this snake-like section, there are three turns. To get through this quickly, try to take it as straight as you can.

These are the third and fourth tracks. Once again, the top speed increases from third to fourth, but on the fourth track, you only race against one car instead of 11. All of the early turns are just like tracks one and two, but you have another section you must navigate through. Turn three is the most difficult of this section. It starts out as a lazy right that gets much sharper. Try starting in the middle, count to three or four, then turn hard.



A very long right becomes sharp toward the middle of the turn.



An easy right turn leads into the hardest portion of the third and fourth tracks.



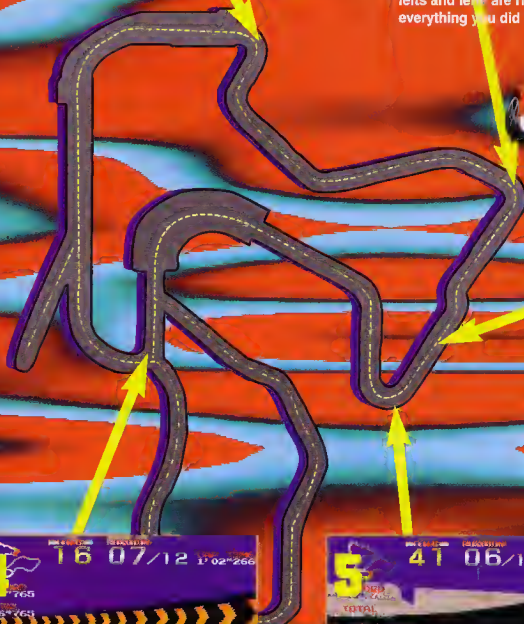
This is another right, but you will have to cut it much sharper than the last turn.



This hard right from before has become an even harder left



All the turns that were hard lefts and lefts are rights. So just reverse everything you did before.



This time you start on the opposite side of the track



A hard left into the back stretch of track



You will remember this section of track

The fifth and sixth tracks are run in reverse. So everything you did for the first four tracks must be reversed also. Some of the turns will become more difficult while others will be simpler. The only difference between the fifth and sixth track is that on the sixth you have one more lap and a higher top speed.

PlayStation

Toh Shin Den by Takara

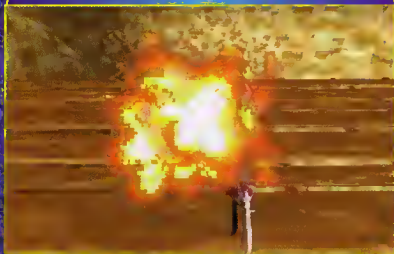
This is one of the hottest fighters out for Sony's wonder machine, the PlayStation. If you don't already know, Toh Shin Den is a 3-D polygon fighter. The graphics are totally intense and the music is awesome. Choose from eight fighters and two Boss characters, all with their special attacks. Also choose multiple views to fight from. Of all the fighting games out, Toh Shin Den is the only one that gives you the feeling of fighting in three dimensions.

BATTLE ARENA TOH SHIN DEN

There are a lot of secrets in Toh Shin Den. The pictures on this page demonstrate one of them. Pause the game, go to the Option Screen, change to controller type 32, go to camera: action and change it to yourself, then go back up to controller type. You should have eight more types to choose from. Now you can move the camera around in every direction.

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Takara	Fighting
MEGABITS	# PLAYERS
CD-ROM	1 or 2
# LEVELS	DIFFICULTY
N/A	Hard



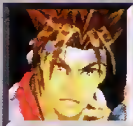


Ellis

She started out as a dancer whose parents passed away when she was a baby. But there are rumors about her father still being alive.



Ellis is very fast, especially with her twin blades but relatively weak. She has a diving-knife attack. She also has a dragon punch-type move and a flash kick-type move.



Eiji Shinjo

Eiji is an adventurer who learned swordplay from his older brother and his good friend Kayin. He carries a samurai sword.



Eiji is a fast and strong warrior. He uses his sword like a true master. He has a fireball attack, a flaming foot dive and a slide tackle. Even Eiji's non-special attacks can be devastating.



Duke B. Rambert

The descendant of a French nobleman, Duke lost to Eiji in a past tournament. Now he fights to regain his lost honor.



Duke doesn't have much in the way of ranged attacks, but does display incredible dexterity with his two-handed sword. Most attacks will cover sections of his body and his rush attack will hurt everyone.





Fo Fai

Fo Fai portrays himself as a magician, which hides the fact that he is an assassin who has pulled off thousands of hits.



Most of Fo Fai's attacks come in the form of a bluish sphere of energy that does more hits and damage the closer you are to your opponent. Fo's claws also are very dangerous in close combat.



Kayin Amoh

Eiji's longtime friend, Kayin is a Scot born with Japanese blood. He is a bounty hunter who is searching for the person who murdered his father.



Kayin's attacks are similar to Eiji's. He has a fireball and a rising uppercut just like Eiji. His best move is the flaming split kick that he unleashes from long range. Some say that Kayin is a master swordsman.



Sofia

This beautiful Russian was once a top KGB agent who had her memory erased. Now she is on a quest to find out about her past.



Sophia is deadly with her whip. She also has a fireball-type move, a multiple hit whip lash and a ballerina-type spinning attack. She is very fast and relatively powerful, with her whip doing multiple hits.





Mondo

A descendant of a ninja clan that conducted assassinations for many hundreds of years, Mondo fights for a mysterious client.



Range is no problem for this killer. His spear gives you the range to hit someone halfway across the screen. Many of his moves consist of spinning attacks in the air, but he also has some multiple-hit spear combos.



Run-Go Iron

After his discovery of a precious uranium deposit, Run-Go has been forced to fight to obtain the release of his kidnapped wife and kids.



Run-Go carries a granite club that he can move with surprising speed. Most of his moves involve him slamming his club into the ground to knock down his opponent. He also has a rising shoulder tackle.



Gaia

Gaia is the first Boss that you will have the pleasure of fighting. With a secret code, you can also play as him, but I'm not going to tell it to you.



Gaia's moves are devastating. He has multiple fireball-type moves that will take you down for the count. The tentacles on his back give him incredible range, and his sword is almost as large as he is.

ARCADE

KILLER INSTINCT by RARE

Killer Instinct was a tremendous smash in the arcade and has recently been announced for release into the home system world. The great features of the arcade version, like the Humiliations and No Mercies keep the players coming back for more. The announcer has also kept the people coming with his renowned King Combo and the much-anticipated Ultra Combo! The game is definitely a record breaker!

STUFF YOU SHOOL KNOW!

COMPANY	THEME
Rare	Fighting
MEGABITS	# PLAYERS
N/A	1 or 2
# LEVELS	DIFFICULTY
N/A	Moderate

NAME: FULGORE
HEIGHT: 6' 5"
WEIGHT: 560 LBS.
AGE: 1

A PROTOTYPE CYBERNETIC SOLDIER DEVELOPED BY ULTRATECH; ENTERED INTO THE CONTEST AS A FINAL TEST OF ITS CAPABILITIES BEFORE MASS PRODUCTION CAN BEGIN.



SPECIALS!



Is it the specialties that made this game the arcade smash that it is? Specials like stage and music select definitely helped, but the Ultra combos had to top it off.



FINISHING MOVES



HUMILIATIONS



BLADE CHARGE

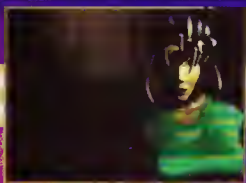


ENERGY BOLT

A: CB, F + ANY LOW
ATTACK
B: D, DF, F + ANY HIGH
ATTACK
C: F, O, DF, F + ANY HIGH
ATTACK



UPPERCUT



NAME: ORCHID

HEIGHT: 5' 6"

WEIGHT: 125 LBS.

AGE: 23

A SECRET AGENT SENT TO INVESTIGATE THE MYSTERIOUS DISAPPEARANCES THAT SURROUND THE ULTRATECH CONTEST. HER TRUE IDENTITY AND ABILITIES ARE SHROUDED IN SECRECY.



TIGER MORPH



HELICOPTER KICK

A: CB, F + ANY HIGH
ATTACK

B: CB, F + ANY LOW
ATTACK

C: D, DF, F + ANY HIGH
ATTACK



LASER BOOMERANG

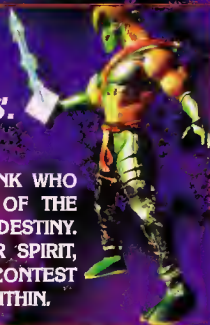
NAME: JAGO

HEIGHT: 5' 6"

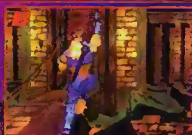
WEIGHT: 190 LBS.

AGE: 21

A TIBETAN WARRIOR MONK WHO CALLS ON THE POWER OF THE TIGER TO DISCOVER HIS DESTINY. OVERSEEN BY THE TIGER SPIRIT, JAGO MUST ENTER THE CONTEST AND DESTROY THE EVIL WITHIN.



FIREBALL



UPPERCUT

A: D, DF, F + ANY HIGH
ATTACK

B: F, D, DF, F + ANY HIGH
ATTACK

C: F, DF, D, DB + ANY LOW
ATTACK



FLYING HEEL

NAME: GLACIUS

HEIGHT: 6' 3"

WEIGHT: 300 LBS.

AGE: UNKNOWN

AN ALIEN BEING FROM A DISTANT PLANET. CRASH LANDING ON EARTH, HE WAS CAPTURED BY ULTRATECH. HOPING TO PROVE THE ALIENS INFERIOR, THEY FORCE GLACIUS TO FIGHT FOR HIS LIFE.



ENERGY BALL



MELT UPPERCUT

A: D, DF, F + ANY HIGH
ATTACK

B: D, DF, F + ANY LOW
ATTACK

C: CB, F + ANY HIGH
ATTACK

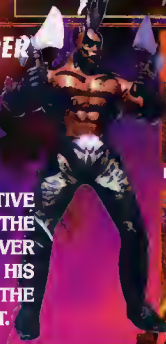


SHOULDER DASH



NAME: CHIEF THUNDER
HEIGHT: 6' 2"
WEIGHT: 280 LBS.
AGE: 42

A MYSTICAL DEFENDER OF NATIVE AMERICANS, THUNDER ENTERS THE CONTEST IN ORDER TO UNCOVER THE MYSTERY SURROUNDING HIS BROTHER'S DISAPPEARANCE IN THE PREVIOUS YEAR'S TOURNAMENT.



FLYING MOHAWK



SPINNING TOMAHAWK



PHOENIX THROW

A: D, DB, B + ANY HIGH ATTACK

B: D, DF, F + ANY LOW ATTACK

C: CB, F + ANY HIGH ATTACK

NAME: CINDER
HEIGHT: 6' 2"
WEIGHT: 195 LBS.
AGE: 31

A CONVICT EXPERIMENTED ON BY ULTRATECH. A FAILED CHEMICAL WEAPON TEST MUTATED HIS BODY TURNING HIM INTO LIVING FLAME. PROMISED FREEDOM IF HE DEFEATS GLACIUS, HE ENTERS THE FRAY.



FLAMING TORPEDO



FLAME STREAM



FLIP KICK

A: CB, F + ANY HIGH ATTACK

B: F, D, DF, F + ANY LOW ATTACK

C: F, F + ANY HIGH ATTACK

NAME: RIPTOR
HEIGHT: 7' 0"
WEIGHT: 700 LBS.
AGE: 4

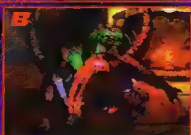
A PRODUCT OF ULTRATECH'S DNA MANIPULATION PROJECT. BY MIXING HUMAN AND REPTILIAN GENES, THEY HOPE TO CROSS INTELLIGENCE AND FEROCITY IN A LETHAL FIGHTING MACHINE.



FIREBALL



LEAPING KICK



SHOULDER CHARGE

A: D, DB, B + ANY HIGH ATTACK

B: CB, F + ANY HIGH ATTACK

C: CB, F + ANY LOW ATTACK



NAME: T.J. COMBO
HEIGHT: 6' 1"
WEIGHT: 220 LBS.
AGE: 25

THE UNDISPUTED HEAVYWEIGHT CHAMPION FOR FIVE YEARS; STRIPPED OF HIS TITLE WHEN FOUND USING CYBERNETICALLY ENHANCED ARMS. NOW BROKE, HE ENTERS THE CONTEST FOR THE LOVE OF MONEY.



CHARGE PUNCH



SPINNING BACKFIST

A: CB, F + FIERCE HIGH ATTACK

B: CB, F + QUICK OR MEDIUM HIGH ATTACK

C: CB, F + QUICK OR FIERCE LOW ATTACK



FLYING KNEE

NAME: SPINAL
HEIGHT: 5' 5"
WEIGHT: 110 LBS.
AGE: 2650

AN UNPRECEDENTED DISCOVERY IN CELL REGENERATION, ULTRATECH HAS RE-CREATED AN ANCIENT WARRIOR FROM THE PAST. HAVING NO MEMORY AND LACKING PURPOSE, HE FIGHTS REGARDLESS.



SWORD SLASH



SHIELD CHARGE

A: CB, F + ANY HIGH ATTACK

B: F, F + ANY HIGH ATTACK

C: B, B + QUICK HIGH ATTACK (HOLD)



ABSORPTION SHIELD

NAME: SABREWOLF
HEIGHT: 5' 11"
WEIGHT: 400 LBS.
AGE: 45

AFFLICTED WITH THE DISEASE LYCANTHROPY. SPENDING MOST OF HIS LIFE AS A RECLUSE, SABREWOLF ENTERS THE TOURNAMENT ON THE PROMISE OF A CURE IF VICTORIOUS.



SPINNING CLAW



FLAMING BAT

A: CB, F + ANY HIGH ATTACK

B: O, OB, B + ANY HIGH ATTACK

C: CB, F + MEDIUM LOW ATTACK



CLAW UPPERCUT

ARCADE

MORTAL KOMBAT 3 by MIDWAY

The wait is over. After a lot of anticipation and speculation, Mortal Kombat 3 has finally hit arcades.

Some of the characters you've come to know and love from the first two versions of this mega-hit series didn't make the jump to the third installment.

There's more speed, more action, more graphics, more characters, more sound, more everything!

Fighting game fanatics, we present nirvana-in-a-box: Mortal Kombat 3!

STUFF YOU SHOULD KNOW!

COMPANY	THEME
Midway	Fighting
MEGABITS	# PLAYERS
N/A	1 or 2
# LEVELS	DIFFICULTY
N/A	Varied



EVEN MEANER ...

If you thought Goro or Kintaro were bad, think again! Motaro rips into the fray with some seriously mean maneuvers. A centaur takes no prisoners as Shao Khan's bodyguard.

DO YOU KNOW

THE ULTIMATE KODE?



This code allows Smoke to be a playable character. It can be done once on the screen that asks for the Ultimate Kombat Code. The first set of numbers corresponds to player one's buttons and the second set to player two. Therefore, PLAYER 1-10902 (HP-1, BLK-9, HK-2) and PLAYER 2-22234 (HP-2, LP-2, LK-2, HK-4, LK-3).

MORE MORTAL!

The Mortal saga really blossoms in this third incarnation of blood and honor. With some new and old (and some really old) faces, the Kombat begins once again!



MOTARO





One Missile: B, F, HP

Two Missile: F, F, B, B, HP

Gotcha Grab: F, F, LP

Backbreaker: BLK (in air)

FINISHING MOVES

Grow and Stomp: (far) F, BLK, R, R, LK

T2 Arm Slice: (close) hold BLK, (U, D, F, U)

Friendship: LK, R, R, HK

Animality: (close) hold HP (BLK, BLK, BLK)

Babality: D, D, D, LK

Stage "pit": U, U, B, LK



T2 ARM SLICE

MK3

JAX



Watch as Jax breaks out with his T2 Arm Slice. This fatality will bloodmist any opponent. To do it, (close) hold BLK (U, D, F, U)

FATALITY



Teleport Stomp: D, U

Stomp: B, D, B, HK

FINISHING MOVES

Skin Sm: (close) hold HK (F, F, F)

Pound: (close) F, D, D, F, LP

Friendship: F, F, D, F, pause, HP

Animality: (close) F, BLK, BLK, BLK, BLK

Babality: D, D, D, B, HK

Stage "pit": D, F, D, F, LP

Fireball: D, F, HP





Close Grenade: hold LK (B, B, HK) Energy Net: B, B, LK
 Far Grenade: hold LK (F, F, HK) Air Throw: D, F, BLK, LP

FINISHING MOVES

Self Destruct: (close) D, D, F, U, R
 Helicopter Chopper: (anywhere) D, D, U, D, HP
 Friendship: R, R, R, U
 Animality: (close) U, U, D, D
 Babality: R, R, LK
 Stage "pit": BLK, BLK, HK



SELF DESTRUCT

MK3 CYRAX



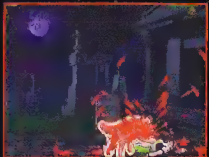
Determining that his job has been completed, Cyrax decides that the best way to finish off his opponents is to self-destruct. To pull this move off, all you have to do is: (close) D, D, F, U, R.

FATALITY



Arrow: D, B, LP
 Glow: B, B, B, HK
 FINISHING MOVES
 Lightning Strike: (far) B, B, D, HP
 Moon Beam: (close) U, U, B, F, BLK
 Friendship: R, R, R, U
 Animality: (close) F, F, D, D
 Babality: F, B, F, B, LP
 Stage "pit": R, R, BLK

Hatchet Uppercut: D, F, HP
 Shadow Shoulder: F, F, LK





High Fireball: F, F, HP

Low Fireball: F, F, LP

Flying Kick: F, F, HK

Bicycle Kick: hold LK

FINISHING MOVES

Flame On! (anywhere) F, F, D, D, LK

MK1 Drop (anywhere) U, D, U, U, BLK+R

Friendship: R, R, R, D+R

Animality: (sweep) D, D, U

Babality: D, D, D, HK

Stage "pit": R, BLK, BLK, LK



FLAME ON

MK3 LIU KANG



Is Liu Kang related to the Human Torch? Well, this fatality does make it seem that way. To do this one: (anywhere) F, F, D, D, LK.

FATALITY



Top Spin: B, F, LK

Eye Spark: B, B, HP

FINISHING MOVES

Head Pop (jump) D, D, B, F, BLK

Face of Death (close) R, BLK, BLK, BLK, HK

Friendship: R, LK, R, F, U

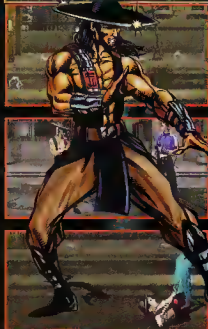
Animality (close) HP (F, F, D, F)

Babality: R, R, LK

Stage "pit": BLK, BLK, HK

Ground Saw: B, B, B, R





Hat Throw: B, F, LP
Teleport: D, HK

Flying Kick: (in air) U, D, HK
Spin: F, D, F, R (leg run)

FINISHING MOVES

Spin (anywhere) R, BLK, F, BLK, D

Hat (sweep) F, F, B, D, HP

Animality (close) R, R, R, BLK

Babality: D, F, F, HP

Friendship: (outside sweep) R, LP, R, LK

Stage "pit": D, D, F, F, LK



HAT

MK3 KUNG LAO



Kung Lao has lots of fatalities, but one of his easiest to do is his patented Hat fatality. To do this one: (sweep) F, F, B, D, HP. It's time to slice 'em and dice 'em.

FATILITY



High Grenade: D, B, HP
Low Grenade: D, B, LP

Baton Trip: F, B, LP
Baton Toss: F, F, HK

FINISHING MOVES

Bomb 'n Chains: (close) D, F, D, F, BLK

Taser Shocker: (far) F, F, F, LK

Friendship: LP, R, R, LP

Animality: (sweep) R, R, R, BLK

Babality: D, F, F, B, HP

Stage "pit": F, U, U, HK





Knife Throw: D, B, HP
 Knife Uppercut: D, F, HP
 Cannon Ball: hold LK
 Grab and Shake: D, F, LP

FINISHING MOVES

Skeleton Pull (close) hold LP (F, D, C, F)
 Red Eye: (sweep) LP, BLK, BLK, HK
 Friendship: LK, R, R, HK
 Animality: (close) hold HP (BLK, BLK, BLK)
 Babality: F, F, D, D, LK
 Stare: U, U, B, LK



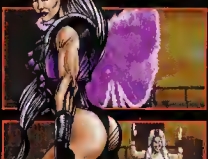
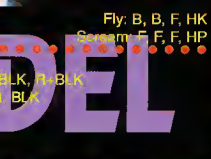
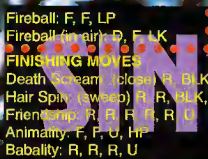
EYE BEAM (REALLY!)

MK3

KANO



Well, it's no longer a rumor. Kano finally breaks out with his optic blast. I can see now why he waited until the third installment to do it, too: Leaving little more than puffs of smoke and a foul odor, Kano obliterates fallen opponents. To perform this latency: (Sweep) LP, BLK, BLK, BLK, HK



Fireball: F, F, LP
 Fireball Swirl: D, F, HK
 Fly: B, B, F, HK
 Scream: F, F, F, HP

FINISHING MOVES

Death Scream (close) R, BLK, BLK, R-BLK
 Hair Spin (sweep) R, R, BLK, R, BLK
 Friendship: R, R, R, R, R, U
 Animality: F, F, U, HP
 Babality: R, R, R, U
 Stage "pit": D, D, D, LP





Teleport+Uppercut: F, F, LK
 Dumb Missile: F, F, LP
FINISHING MOVES
 Sektor Compact: (sweep) LP, R, R, BLK
 Flamethrower: (lay) F, F, F, BLK
 Friendship: (over sweep) R, R, R, D
 Animality: (close) F, F, D, U
 Babality: B, D, D, D, HK
 Stage "pit": R, R, R, D



SEKTOR COMPACTOR

MK3

SEKTOR



FATALITY

If you get too old for your britches, Sektor has the cure for you. This minimizing fatality is done by pressing (Sweep) LP, R, R, BLK.

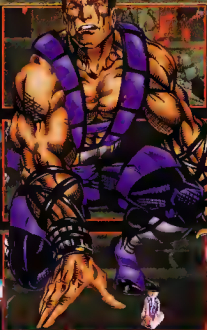


One Fireball: B, B, HP
 Two Fireballs: B, B, F, HP

Three Fireballs: B, B, F, F, HP
 Volcanic Eruption: F, B, B, LK

FINISHING MOVES
 Box of Solids: (move) hold LP (D, F, F, D)
 Solid (close) hold LP (R, BLK, R, BLK)
 Friendship: LK, R, R, D
 Animality: F, F, U, HP
 Babality: R, R, R, LK
 Stage "pit": D, D, D, LP





Freeze: D, F, LP
Ice Shower: D, F, HP

Ice Statue: D, B, LP
Slide: B, LP+BLK+LK

FINISHING MOVES

Ice Smash: (close) BLK, BLK, F, BLK, F
Freeze Breath: (sweet) B, B, D, B, F
Friendship: LK, F, F, U
Animality: (close) F, U, U
Babality: D, B, B, HK
Stage "pit": B, D, F, F, HK



THE PIT

DEADLY STAGES!



It's back! Why was the Pit fatality done with a side view rather than first person for the third version? Who knows? But one thing is for sure, there is definitely no shortage of blood and gore in this fatality. How you do the pit fatality varies from character to character.



Energy Rings: D, F, LP
Leg Grab: D, LP+BLK

Square Wave Punch: F, B, HP
Bicycle Kick: B, B, D, HK

FINISHING MOVES

Kiss of Death: B, F, D, D, F
Purple Bubble: Hold BLK+F (U, U, B, D)
Friendship: D, F, B, D, R
Animality: hold LP (B, F, D, F)
Babality: D, D, F, LK
Stage "pit": F, F, D, HP



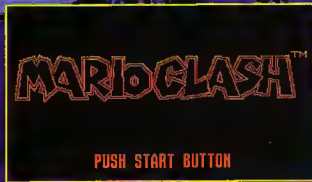
SPECIAL FEATURE

Virtual Boy by Nintendo

Welcome to the world of virtual reality brought to you by those inventive people at Nintendo. The Virtual Boy promises to be unlike any video game system on the market. The VB gives you a totally unique 3-D gaming experience through the use of dual mirror-scan, high-resolution, LED displays. Although it is only a two-color system, bright red and a deep black, you will be impressed by how 3-D it really looks. The audio is stereo sound with self-contained dual speakers. The controller is a double grip with two key buttons. It runs off a 32-Bit RISC processor running at 20 MHz and uses ROM-based software.



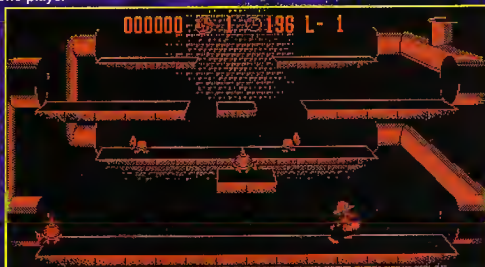
Check out this cool first-person boxer that is coming out for the VB. Duck and dodge if you don't want to get knocked out!



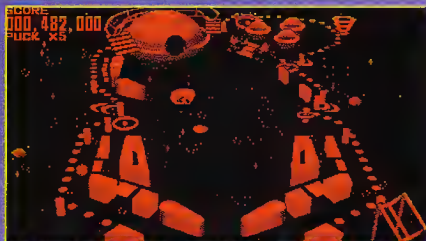
The VB gives you a real three-dimensional feeling. Mario Clash is a one-player action/adventure that

Another Mario game is going to be released for the Virtual Boy.

was designed in the typical Mario fashion. It will feature all of the familiar characters from the previous games.



VIRTUAL BOY VIRTUAL BOY VIRTUAL BOY



There is also a 3-D Pinball game (see above). It will feature five different pinball tables and multiple hidden bumpers. You can also pick up Mario's Dream Tennis. It's a one-player sports game that will feature a familiar cast of characters like Mario, Yoshi and Donkey Kong Jr. You will get a unique 3-D playing perspective. Characters move forward, backward, left and right to serve, volley, lob and rally.



VIRTUAL BOY VIRTUAL BOY VIRTUAL BOY V

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